

FOR USE WITH

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ADVANCED DUNGEONS & DRAGONS

by Gary Gygax

THE SPELL BOOKS OF GREYHAWK



SPECIAL REFERENCE WORK

A COMPILED VOLUME OF INFORMATION FOR PLAYERS OF
ADVANCED DUNGEONS & DRAGONS, INCLUDING:

ALL SPELLS AND DESCRIPTIONS FROM THE
PLAYERS HANDBOOK, UNEARTHED ARCANA, DUNGEON MASTERS GUIDE,
GREYHAWK ADVENTURES AND VARIOUS **DRAGON MAGAZINE** ARTICLES.

Spell Books of Greyhawk

Bigby's Spells

Bigby's Bookworm Bane (Evocation)

Level: 1 Components: V, S, M
Range: 20 yds Casting Time: 1 segment
Duration: 1 turn/level Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell is used to seek out and destroy one of the most feared enemies of the mage: the bookworm. When cast, the spell creates a disembodied hand that will search through a library and crush all bookworms it finds. The hand can search through 100 books or scrolls per round, seeking out bookworms with a 95% chance of detection. Once a worm is found, the hand will pursue the bookworm relentlessly, attacking with the skill of a fighter equal in level to the caster. A successful hit by the hand means the bookworm is instantly crushed to death. The hand possesses a strength of 8, so it can move aside books and scrolls in pursuit of a fleeing bookworm. The hand cannot be harmed by physical attacks, but it can be destroyed by four or more points of magical damage. The hand is incapable of performing any other function or combatting any other foe. Bigby uses the spell periodically to safeguard his valuable library. The material component is a child-sized glove made of tough leather.



Bigby's Feeling Fingers (Evocation)

Level: 1 Components: V, S, M
Range: 60 yds Casting Time: 1 segment
Duration: 1 hour + Saving Throw: None
1 turn per level
Area of Effect: Special

Explanation/Description: This spell calls into existence a disembodied hand under the caster's command. The hand cannot hold, grasp, or carry, but it does have an amazingly sensitive sense of touch. The hand's sense of touch is so fine that it can note miniscule cracks, separations, or openings in a surface, and thus detect the presence of a secret or concealed door with a 50% chance of success. The hand can search a 10 foot by 10 foot area each turn. The hand cannot be destroyed by physical attacks, but it is dispelled if dealt four or more points of magical damage. The hand can trip a nonmagical trap if the location of the trap is known. The material components for the spell are a child-sized silk glove and a swan's feather.

Bigby's Dextrous Digits (Evocation)

Level: 2 Components: V, S, M
Range: 90 yds Casting Time: 2 segments
Duration: 3 turns/level Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell summons into existence a pair of disembodied hands that will follow the mage's every order. The hands can perform all the functions of an *unseen servant*, but can also accomplish deeds requiring fine coordination, such as tinkering with tools, working with laboratory equipment, sculpting, painting, or playing a musical instrument. The hands can perform any task the caster can accomplish, including non-weapon proficiencies known by the mage. The hands will perform with a dexterity equal to that of the caster. Each hand can hold and carry up to 200 g.p. weight individually, or 500 g.p. weight together. The hands can move no farther apart than the caster's own hands. The hands can move 120 feet per round, regardless of weight carried, but can move no farther than 90 feet away from the caster or they vanish. The hands cannot act out the somatic component of a spell. The hands cannot wield a weapon in melee or punch or grapple. Although the hands are immune to physical attacks, they can be destroyed by six more points of magical damage. The material component is a pair of gloves embroidered with the mage's initials.

Bigby's Silencing Hand (Evocation-Enchantment)

Level: 2 Components: V, S, M
 Range: 40 yds Casting Time: 2 segments
 Duration: 2 rounds/level Saving Throw: None
 Area of Effect: One creature

Explanation/Description: This spell creates an appropriately sized hand that will fly toward the chosen creature and clamp tightly over the creature's mouth unless the creature makes its saving throw. A creature affected by the spell will be unable to talk clearly, cannot cast any spell requiring a verbal component, or use a magical item triggered by an audible command word. The *hand* cannot be pulled away from a creature's mouth or be harmed by a physical attack, but can be destroyed by six or more points of magical damage, although most magical attacks carry the risk of harming the affected creature. A successful *dispel magic* spell destroys the hand without injury to the creature. The material component is a cloth glove smeared with sticky syrup or honey.

Bigby's Pugnacious Puglist (Evocation)

Level: 3 Components: V, S, M
 Range: 60 yds Casting Time: 3 segments
 Duration: 2 rounds/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell creates a pair of man-sized hands, appearing as clenched and padded fists. The hands pummel with the effectiveness of an 18/50 strength fighter of one-half the caster's experience level. The hands together fight as a character with AC 4 and 3 hit points per level of the mage. The hands are dispelled when they run out of hit points. The hands can pummel only, and cannot hold a weapon or grapple. The hands cannot be grappled or overborne, since they can easily flit away. The material components are a mitten stuffed with cotton and a brass bell.

Bigby's Battering Gauntlet (Evocation)

Level: 4 Components: V, S, M
 Range: 60 yds Casting Time: 4 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell brings into existence a shimmering violet force shaped like a battering ram with a clenched fist as the ram's head. The force assumes a cylindrical shape 12 feet long by 2 feet in diameter, but the caster can shorten its length to 3 feet in order to fit in a cramped space.

The spell acts as a battering ram of great power, destroying a normal door with one hit, destroying a reinforced door with three hits, destroying a stone door with five hits, and having a 50% chance to destroy a metal door (the spell is destroyed if the *gauntlet* fails). Only one attack can be made per round, as with any ordinary battering ram. Used against a smaller physical obstruction, such as a dungeon door or metal grate reinforced with magic, a saving throw is made for the door at the level of the mage who cast the reinforcing spell on the door. If the save is successful, the *gauntlet* spell is destroyed. If the save fails, the *gauntlet* spell begins working on the door.

Against a living target, the ram has no effect. The caster must always remain within 60 feet of the ram or it will dissipate. The ram cannot be damaged by physical attacks, but it can be destroyed by magical damage if it suffers one-half the number of hit points of the caster. *Dispel magic* or *disintegrate* spells can also destroy the *gauntlet*. The spell cannot be used to open chests or batter anything but a door. It only functions against portals that are designed to open at some time. The material component is a metal rod with a chain mail gauntlet slipped over one end.

Bigby's Construction Crew (Evocation)

Level: 4 Components: V, S, M
 Range: 120 yds Casting Time: 1 turn
 Duration: 12 hours Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell creates as many pairs of hands as the caster's experience level. All of the hands come equipped with carpentry tools. The hands do the work of a construction team equal in ability to any crew of professional carpenters, masons, miners, or sappers. The hands never need to rest or eat. Each pair performs as one worker. They are unable to fight or inflict physical damage on anything. They cannot be destroyed by non-magical means and each pair has as many hit points as the caster has levels. The material components include an assortment of miniature tools, worth at least 500 g.p.

Bigby's Force Sculpture (Evocation)

Level: 4 Components: V, S, M
 Range: 30 yds Casting Time: 1 round
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This very flexible spell enables the mage to create a visible plane of force that can be shaped into any form the caster wishes. The caster could create a table, ladder, club, bucket, stilts, or cane, for example. Once an object is formed, it retains its form for the duration of the spell. The object imitated must be fairly rigid, can have no moving parts, cannot have a sharp point or edge, and cannot possess finely detailed features. A rope, long bow, sword, chariot, or accurate statue cannot be created with the spell. All objects formed out of force cannot be harmed by physical attacks, but can be dispelled by magical attacks that inflict more points of damage to the object than the creator's hit points. Up to one cubic foot of matter per level of the caster can be simulated. The material component for the spell is a lump of soft clay with diamond dust mixed into it.

Bigby's Fantastic Fencers (Evocation)

Level: 5 Components: V, S, M
 Range: 60 yds Casting Time: 5 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell creates one hand for every three levels of the caster, each of which holds a long sword. Each hand fights with the skill of a fighter of one-half the experience level of the caster. Each hand is AC 2 because of its small size and speed, and each can sustain 15 points of damage before being dispelled. Each fencer is

capable of disarming an opponent and does so on a roll four greater than the roll needed to hit. A fencer likewise disarmed of its sword is dispelled automatically. The caster need not concentrate on the fencers to keep them functioning, but only has to give them orders as if they were henchmen. The material component is a small, silver amulet shaped like a mailed gauntlet holding a gem-encrusted sword, worth at least 1,000 g.p. (this vanishes when the spell is cast).

Bigby's Superior Force Sculpture (Evocation)

Level: 5
Range: 30 yds
Duration: 3 turns + 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is a more advanced form of the 4th level *force sculpture* spell. The object or objects formed from force can be more complex, composed of large, moving parts, or have an edge or point, but still must be fairly rigid. A wagon, quiver of quarrels, shovel, sword, or water wheel could all be simulated, but not a mechanical timepiece, crossbow, or spring. Fine details can be worked into an object, provided the caster has sufficient skill as an artisan or sculptor. Fine details take 2d4 rounds to place on an object, but remain for the duration of the spell. Up to 8 cubic feet of matter per level of the caster can be simulated. The duration of the spell is also longer than *force sculpture*. *Superior force sculpture* is otherwise identical to the 4th level spell. The material component is a lump of clay with diamond dust mixed into it.

Bigby's Strangling Grip (Evocation)

Level: 5
Range: 10 yds/level
Duration: 2 rounds
Area of Effect: One creature
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This spell creates a pair of disembodied hands that will seek out a creature's throat and strangle the creature with the same effect as an attack with a garrote. The hands must make a successful attack roll to grab the creature's throat, attacking with +4 to hit on the mage's usual attack roll, because of the speed and ferocity of the attack. The *strangling grip* will strangle its victim to death by the end of the next round unless the creature is freed of the hands. The victim can break the grip if he makes a successful roll to *bend bars*. The grip can also be released if the mage's concentration is broken. The limits on which creatures can be affected by the spell are the same as the restrictions on the use of a normal garrote. The material components are a pair of gloves sewn into a clutching grip around the neck of a bottle.

Bigby's Besieging Bolt (Evocation)

Level: 6
Range: Special
Duration: 1 round per 2 levels of the spellcaster
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is similar to *magic missile*. When the spell is cast, the mage is able to fire one

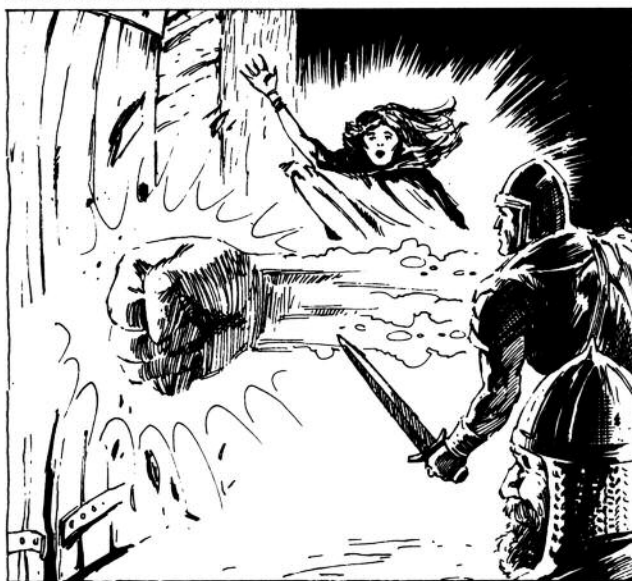
magic siege bolt for every two levels of the caster. The bolt will behave as a given siege engine missile in range and effect. The type of siege missile the bolt mimics depends on the caster's level.

Magic-user's Level

Siege Engine Missile Mimicked

12th	catapult, light
14th	catapult, heavy
16th	trebuchet

The bolts must be launched at the rate of one every two rounds in succeeding rounds. During this time the caster can do nothing else. If the spell is interrupted, no additional bolts can be launched. The bolts strike their target unerringly. The material component is a small stone sprinkled with diamond dust.



Bigby's Most Excellent Force Sculpture (Evocation)

Level: 8
Range: 30 yds
Duration: 6 turns + 1 turn/level
Area of Effects: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell is the most advanced form of the *force sculpture* spells. The object formed can be highly complex, containing many moving parts, such as a siege machine or sailing ship. Parts of an object simulated could be as flexible as a rope or the wood of a bow, so a large net, ballista, rope bridge, or collection of crossbows could be formed. As with lesser *force sculptures*, fine or accurate details require an additional 2d4 rounds to form, along with sufficient skill as an artist or artisan. Up to one cubic yard of matter per level of the caster can be simulated. With the exceptions noted above, the spell is otherwise identical to the 4th level spell of the same type. The material component is a lump of clay mixed with 1,000 g.p. worth of diamond dust, which vanishes when the spell is used.

Drawmij's Spells

Drawmij's Beast of Burden (Alteration)

Level: 1 Components: V, S, M
 Range: 30 yds Casting Time: 1 round
 Duration: 2 hours/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell partially lightens goods placed upon a single mount. The effective encumbrance of all objects on the mount, including riders, is reduced by one-half, in effect doubling the amount of weight the mount can carry.

A mount that suddenly finds itself carrying one-and-one-half its maximum load without the spell's protection cannot walk, slowly sinks to the ground, and stands a 50% chance of going lame. A mount suddenly burdened by twice its maximum load collapses to the ground, suffering 1d6 points of damage and automatically going lame.

The material components are a lodestone and pinch of metal filings.

Drawmij's Light Step (Alteration)

Level: 1 Components: V, S, M
 Range: Touch Casting Time: 1 segment
 Duration: 5 rounds/level Saving Throw: None
 Area of Effect: One creature

Explanation/Description: This spell gives a creature a very limited form of *levitation*. The creature walks normally over any surface, but walks so lightly that no tracks are left behind. If the creature breaks into a charge or run the spell ends immediately.

The creature can also move across a fluid as well as a solid surface, but the movement rate is reduced to one-half the creature's normal walking rate, as the creature must step carefully. The *light step* spell will not enable a creature to walk across turbulent water or ocean waves, however, since the chaotic motion of the fluid disturbs the levitation field. The spell actually makes the creature unable to activate pit traps. It doesn't allow the creature to leap higher or jump safely from a cliff, only to walk with a lighter step. This spell will also increase the movement rate of the creature by 50 percent for the duration of the spell. The material components are a bit of fur taken from a cat's paw and a duck's feather.

Drawmij's Adventurer's Luck (Alteration)

Level: 2 Components: V, S, M
 Range: Touch Casting Time: 1 round
 Duration: 3 turns Saving Throw: None
 Area of Effect: Creature touched

Explanation/Description: This spell bestows upon the touched creature a special form of luck. For the duration of the spell, the recipient of this magic can act as though he or she were holding a luckstone and using its magical effects. The material component is 5,000 gold pieces worth of ruby dust sprinkled over the creature's head; this vanishes after the spell expires.

Drawmij's Breath of Life (Alteration)

Level: 2 Components: V
 Range: 100 yds Casting Time: 1/6 segment
 Duration: 5 turns Saving Throw: None
 Area of Effect: 1 creature/level

Explanation/Description: With the power of this spell, the mage can endow one or more creatures with sufficient endurance to hold their breath for five full turns. Affected creatures cannot drown or be subject to the effects of inhaled gases while holding their breath. The caster can bestow the spell upon one creature for every level of experience. The spell is only one word long, and has no somatic or material components, so the mage can cast the spell quickly in an emergency.

Drawmij's Scent Mask (Illusion/Phantasm)

Level: 2 Components: V, S, M
 Range: Touch Casting Time: 2 segments
 Duration: 1 turn/level Saving Throw: Special
 Area of Effect: 1 creature/level

Explanation/Description: This spell will conceal all odors emanating from a creature for the duration of the spell. If cast upon the mage or another person, that person cannot be detected by scent.

The recipient of this spell cannot be tracked by an animal or being that uses its sense of smell to track, such as a bloodhound. If cast upon a creature that uses its odor as a weapon or form of defense, the spell negates the odor if the creature fails a save versus spells. The musky odor of a skunk or wolverine or the stench of a troglodyte could be suppressed by the spell. The material component is a scentless flower.

Drawmij's Swift Mount (Alteration)

Level: 2 Components: V, S, M
 Range: Touch Casting Time: 1 round
 Duration: 2 hours +
 1/2 hour per level Saving Throw: None
 Area of Effect: One mount per two levels

Explanation/Description: This spell will double the movement rate of any mount that runs, swims, or flies for the duration of the spell. After the spell expires, the mount is completely exhausted and refuses to move any farther for 24 hours. The spell will in no way increase the amount of weight a mount can carry. The maximum encumbrance limit for the mount is unaffected. Overloading the mount beyond its limit automatically negates the spell. *Drawmij's beast of burden* cannot be combined with *swift mount* to increase the load a racing mount can carry. The material component for the spell is a hare's foot or a bit of fur from a cheetah.

Drawmij's Marvelous Shield (Evocation)

Level: 3 Components: V, S
 Range: 0 Casting Time: 3 segments
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: The mage

Explanation/Description: This spell is an improved version of the 1st level *shield* spell. The improved *shield* will protect the caster against attacks from all sides, including

the rear and above, provided the mage is aware of the attack. A surprise attack will completely dispel the protection of the improved *shield*. The protection afforded by the spell is -2 against all attacks, so the improved shield acts as AC 0 against hand-hurled missiles, AC 1 against device-propelled missiles, and a -2 bonus on the mage's armor class against all other attack forms.

Drawmij's Iron Sack (Alteration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 6 hrs + Saving Throw: None
 2 hrs/level
Area of Effect: One sack

Explanation/Description: This spell will provide greater protection for the contents of one normal sack or backpack. An affected sack is protected as if the interior were completely lined with inch-thick solid steel, although the sack becomes no heavier or less flexible. The sack makes its saving throws against physical or magical damage as if made of hard metal, with an additional +2 bonus applied to the saving throw. Items within the sack must check only if the sack fails its check. The material component is a strip of leather with mail sewn on one side.

Drawmij's Handy Timepiece (Conjuration/Summoning)

Level: 4 Components: V, S, M
Range: 0 Casting Time: 1 hour
Duration: Length of Saving Throw: None
 other spell
Area of Effect: Special

Explanation/Description: After this spell is cast, the next spell cast by the same caster is timed. A small golden gong appears in front of the caster and softly chimes a warning one minute before the spell ends. This magic only works with spells with a duration less than 48 hours. To cast the spell, the mage must collect a feather from a migratory bird, a fruit fly, a few grains of sand, a solid silver pendulum worth 100 g.p., and a solid gold orb of exquisite craftsmanship worth 5,000 g.p.; all of these vanish with the end of the spell.

Drawmij's Instant Exit (Alteration-Conjuration)

Level: 4 Components: V, S, M
Range: 30 yds Casting Time: 1 segment
Duration: 1 round Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell enables the mage and others to use a limited and risky form of *teleportation*. When the spell is cast, a door suddenly appears on a wall or other flat surface within 3 yards of the caster. The caster and as many others who can pass through the door in one round (usually at the rate of one creature or person per segment) can enter into a zone of nil-space by passing through the doorway. When the door is closed behind by the mage, the mage and all those with him in the nil-space zone are teleported to a random location within 250 yards of the door. If the door is not closed before the end of the spell's duration, then the door slams shut automatically at the end of the round. The door disappears when closed by the mage or after it shuts itself.

The party has no control over where they will be teleported, and there is always a 5% chance the spell will malfunction and dump the party into the ethereal plane. To determine where the mage and his friends are sent, consult the DM map, track back along the path of the party, and place them in a random area where they have been before. This spell cannot send the party into unknown territory. The material component is a miniature silver door decorated with ruby chips worth 5,000 g.p. that vanishes after the spell is cast.

Drawmij's Protection from Non-Magical Gas (Abjuration)

Level: 4 Components: V, S, M
Range: 0 Casting Time: 2 segments
Duration: 5 rounds/level Saving Throw: None
Area of Effect: 20' radius sphere about the caster

Explanation/Description: This spell creates a volume of space 20 feet in radius about the caster, within which all creatures are protected from the effects of all non-magical gases, fumes, and smoke. All natural gases that touch the edge of the sphere of protection are dispersed. The air within the sphere always remains clean, fresh, and replenished with oxygen, so those within the sphere will not suffer from lack of oxygen if the air outside is contaminated or its oxygen consumed by fire. The spell will not work underwater or in a vacuum. The sphere moves with the caster. It is dispelled if touched by magical gases or if the caster moves using magical means. The material components are a fan and a small vial containing perfume worth at least 100 g.p. Both vanish after the spell is cast.

Drawmij's Tool Box (Conjuration/Summoning)

Level: 4 Components: V, S, M
Range: 0 Casting Time: 1 round
Duration: 1 turn/level Saving Throw: None
Area of Effect: Special

Explanation/Description: This useful spell permits the mage to temporarily acquire one to ten tools when needed. The object or objects conjured can be as large as 200 g.p. encumbrance value of goods. The caster can continue exchanging items for new items throughout the duration of the spell. The caster can conjure a hammer and chisel in the first round, exchange them for a saw in round five, trade the saw for a pry bar in round eight, and so on. Only non-living matter can be conjured. The tools cannot be taken more than 100 yards away from the box. The box is immovable and only the caster can take tools from it. The only tools that can be taken from the box are things that a carpenter or builder might have. Things that shouldn't be taken from the box include: thief tools, wax key blanks, ball bearings, magical weapons, and gem cutter blades. Things that might be in a skillful carpenter's box include: rope, skeleton key, huge hammers and metal stakes, large canvas sheets, nets, and sand. The material component is a miniature wooden tool box.



**Drawmij's Flying Feat** (Alteration/Enchantment)

Level: 5
Range: 10 yds
Duration: 3 turns/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This special flying spell is not cast upon a creature but an object. The enchanted object gains the power to fly up to 180 feet per round under the caster's direction. A broom, chair, table, carpet, wagon, or hut could all be made capable of flight. The mage can affect up to 500 g.p. weight per level of the caster, and the object can carry twice that amount of weight in passengers or freight if the object is large enough and sufficiently strong to support the weight under normal circumstances. An 18th level mage could lift a 9,000 g.p.-weight boat and up to 18,000 g.p. weight of cargo, for example. The caster must concentrate upon the flying object to direct its motion and maintain its flight. If the caster is knocked unconscious, stunned, or slain while directing the flying object, the object will immediately begin to plummet earthward as a falling object. The material component is a wing feather taken from a roc.

Drawmij's Beneficent Polymorph (Alteration)

Level: 6
Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell endows the touched and willing creature with all the benefits of a *polymorph self* spell. The creature affected does not need to make a system shock roll to survive. While the first form taken by the creature is chosen by the caster, the creature is totally in control of its form changes for the remainder of the spell's duration, and can change form as often as it wishes, abiding by all the limitations of *polymorph self*. The spell does not bestow any special abilities of a polymorphed form. The spell does not affect the creature's mental state in any way. When the creature returns to its original form, 1d12 hit points are restored.

The material component of the spell is a soft, silk caterpillar cocoon.

Drawmij's Merciful Metamorphosis (Alteration)

Level: 6
Range: 10 yds/level
Duration: Permanent
Area of Effect: One creature

Components: V, S, M
Casting Time: 6 segments
Saving Throw: Negates

Explanation/Description: Drawmij developed this spell as a merciful way to get rid of an adversary. The spell *polymorphs* an opponent into another creature as does *polymorph other*, but the target's save is made at -2. The target can only be *polymorphed* into a natural animal no larger than a typical herd beast. The *polymorphed* creature does not need to make a system shock roll to survive the spell. The *polymorphed* creature automatically assumes the mental state of the animal, forgetting all knowledge of its previous self. The animal does not radiate magic or the creature's original alignment aura, so there is little evidence the animal was anything other than what it appears to be now. If returned to its original form by *dispel magic* or a *wish*, the creature will be quite bewildered, suffering the effect of a *confusion* spell for 2d4 rounds. After the confusion passes, the creature gradually recovers its previous knowledge and memories over a period of 1d4 days. The material component is a cocoon soaked in a balm of honey, powdered yellow-white moss agate worth 500 g.p., and powdered emerald worth 700 g.p., all of which vanish with the casting of the spell.

Mordenkainen's Spells

Mordenkainen's Protection From Avians (Abjuration)

Level: 1 Components: V, S, M
Range: Touch Casting Time: 1 segment
Duration: 5 rounds/level Saving Throw: None
Area of Effect: Creature touched

Explanation/Description: A creature protected by this spell receives a special benefit when in combat with avians totalling no more than 15 hit dice. If more hit dice attack, the spell is negated. Affected avians have a -2 penalty on rolls to hit the protected creature for the duration of the spell. The material component for the spell is a feather from any bird wrapped with a strip of tough leather.

Mordenkainen's Encompassing Vision (Alteration)

Level: 2 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 1 hr/level Saving Throw: None
Area of Effect: Creature touched

Explanation/Description: This spell grants a creature a full 360 degrees of vision, so the creature can see sides and rear as well as it sees to the front. The creature cannot be surprised from the rear by any attacker the creature can see normally. The spell will work in combination with any sort of enhanced or magical vision, including infravision, ultravision, or x-ray vision. A creature with both *detect invisibility* and *encompassing vision* can see invisible, ethereal, or astral beings from the flank or rear as well. The person affected by this spell also has a -2 penalty on all saving throws vs. gas attacks. The material component is a crystal disc with eight eyes inscribed upon it, spaced at 45 degree intervals around the edge of the disc.

Mordenkainen's Defense Against Lycanthropes (Abjuration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 3 segments
Duration: 2 rounds/level Saving Throw: None
Area of Effect: Creature touched

Explanation/Description: This spell will aid a creature in surviving attacks made by lycanthropes. Any attack made upon the creature by a lycanthrope has a -2 penalty to hit. No matter how much damage is inflicted by a lycanthrope, the creature will not contract lycanthropy as long as the spell is in effect. The spell will not protect the creature from contracting lycanthropy if injuries occurred before the spell was cast or after it expired. The material component is crushed moonstone.

Mordenkainen's Defense Against Nonmagical Reptiles and Amphibians (Abjuration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 3 segments
Duration: 5 rounds/level Saving Throw: None
Area of Effect: Creature touched

Explanation/Description: A creature protected by this spell gains an advantage in combat with nonmagical reptiles or amphibians, including snakes, dinosaurs, frogs, and giant-sized species of such animals. Dragons are excluded from the spell's effect as well as other creatures with unnatural abilities. All such animals have a -2 penalty to hit the protected creature, and the creature gains a +4 bonus to saving throws versus reptile or amphibian venom. The material components are a bit of snake skin and a dried frog's leg placed in a pouch of hardened leather.

Mordenkainen's Protection From Insects and Arachnids (Abjuration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 3 segments
Duration: 5 rounds/level Saving Throw: None
Area of Effect: Creature touched

Explanation/Description: This spell provides a measure of protection from insects, spiders, and scorpions, including giant-sized and unnatural species of such animals. All such animals attack the protected creature with a -2 penalty to hit and all of the protected creature's saving throws against insect or arachnid venom have a +4 bonus. The spell works on no more than 20 hit dice of bugs of all types. If more than 20 hit dice of insects attack, the spell dissipates. The material component is an insect trapped in amber.

Mordenkainen's Electric Arc (Evocation)

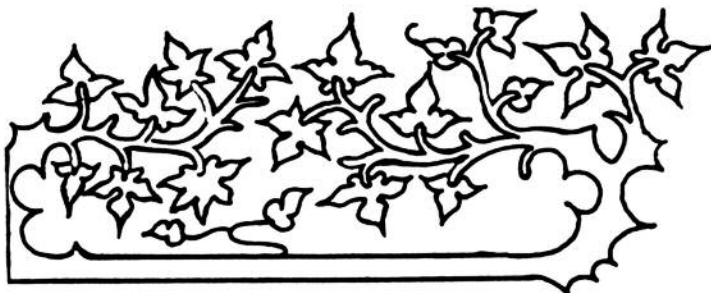
Level: 4 Components: V, S, M
Range: 5 yds/level Casting Time: 4 segments
Duration: Instantaneous Saving Throw: half damage
Area of Effect: Special

Explanation/Description: This spell causes one or more small flashes of lightning to erupt from the caster's fingertips and strike one or more opponents. One arc of lightning will be evoked for every three levels of the caster. Each electric arc will inflict 1d6 damage plus one point per level of the caster. A save versus spell reduces damage by one-half. The spell is most effective when each electric arc is directed at a separate opponent. Only one arc may strike a target per combat round; others striking the same target have no effect. The material components for the spell are a bit of fur and a glass rod.

Mordenkainen's Faithful Phantom Shield-Maidens (Summoning)

Level: 4 Components: V, S, M
Range: 50 yds Casting Time: 4 segments
Duration: 3 rounds/level Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell summons a pair of shimmering violet phantom beings that will stay on either side of the mage and protect him from all attackers. The *shield-maidens* are AC 4 (phantom chain mail and large shield); Move 12"; HD 3; hp 20; Dmg 1d6 (phantom spear); THAC0 16; AL N. The *shield-maidens* stay close enough to the caster for their shields to help cover the mage. The shield of one maiden will provide the caster with a -1 armor class bonus. If both *shield-maidens* protect the same side of the caster with their shields, the armor class bonus is -2. While the *shield-maidens* can protect the caster from attacks from different directions, they will move no farther than 50 feet away from the caster, even if the mage orders them to move away. They follow magically wherever the caster goes. The material components are a pair of small crystal shields tied with string to a miniature wooden figure of the caster.



Mordenkainen's Protection From Slime (Abjuration)

Level: 4 Components: V, S, M
 Range: Touch Casting Time: 4 segments
 Duration: 2 rounds/level Saving Throw: None
 Area of Effect: Creature touched

Explanation/Description: This spell helps protect a creature against attacks by all molds, slimes, puddings, oozes, and other formless, primordial beings. All attacks against the protected creature are made with a -2 penalty and the protected creature's saving throw has a +2 bonus. In addition, the creature's flesh is highly resistant to any corrosive attack by such monsters, and is treated as being solid stone for the purpose of withstanding a slime monster's corrosive attack. The spell negates up to 10d4 points of damage from slime before it collapses. The material components are a bit of food mold pressed between two flat stones, and a pinch of diamond dust.

Mordenkainen's Faithful Phantom Defenders (Summoning)

Level: 5 Components: V, S, M
 Range: 60 yds Casting Time: 5 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell summons a set of phantom beings seen as shimmering outlines of violet light. The *defenders* do their best to keep between the mage and his adversaries, providing the caster with enough time and space to defend himself with spells. To most creatures, the *phantom defenders* are solid, seemingly real entities. To the mage, the *defenders* are completely transparent and noncorporeal, so any attack spell cast by the mage has no effect on the *defenders*. The mage's spells can be cast through the *defenders* to strike enemy creatures. If the *defenders* are caught within the area of effect of a caster's spell, the *defenders* suffer no harm. One of four different sets of *phantom defenders* can be summoned by the mage, but the caster must decide which set will be called forth when the spell is memorized. Each set is best suited for a particular environment. The four sets of defenders are described on the following page.

Three faithful phantom soldiers: AC 4 (phantom chain mail and shield); Move 9"; HD 4; hp 24; #AT 1; Dmg 1d8 (phantom long sword); THAC0 15; AL N; SA able to hit creatures which are hit only by +1 magical weapons.

Two faithful phantom centaurs: AC 5; Move 18"; HD 4; hp 28; #AT 1; Dmg 1d6 (phantom light lance); THAC0 15; AL N; SA able to hit creatures which are hit only by +2 weapons.

Eight faithful phantom giant bats: AC 8; Move 3"/18"; HD 2+2; hp 12; #AT 1; Dmg 1d4; THAC0 16; AL N; SA able to hit creatures which are hit only by +3 weapons.

Five faithful phantom sharks: AC 6; Move 24"; HD 3; hp 15; #AT 1; Dmg 1d4+1; THAC0 16; AL N; SA able to hit creatures which are hit only by +1 weapons.

The material component is a small lead crystal figure depicting the type of *defender* to be summoned and a 1,000 g.p. emerald for each creature summoned. The emeralds vanish when the spell is cast.

Mordenkainen's Private Sanctum (Alteration-Abjuration)

Level: 5 Components: V, S, M
 Range: 0 Casting Time: 2 turns
 Duration: 1 hour/level Saving Throw: None
 Area of Effect: One room

Explanation/Description: This spell is used to insure privacy in a room of up to 1,600 square feet in area, or 40 feet by 40 feet in dimension. All windows in the room become dark and misty as seen from the outside, preventing creatures with normal vision, infravision, or other special vision from looking into the room. Those inside can still look out normally. X-ray vision will not be able to penetrate into the room, as if the room were completely enclosed in a lead shield. No sounds, no matter how loud, can escape the room, so a thief cannot eavesdrop from outside. Scrying attempts, such as *ESP*, *clairaudience*, *clairvoyance*, or *crystal balls*, cannot penetrate the protected room, and a *wizard eye* cannot get inside. The mage can freely leave the room without the protection being dispelled. The material components are a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

Mordenkainen's Faithful Phantom Guardian (Summoning)

Level: 6 Components: V, S, M
 Range: Special Casting Time: 3 turns
 Duration: Special Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell summons a *faithful phantom* being to watch over and protect the mage for one day. The *guardian* will remain an undetectable observer, watching the caster from the ethereal plane. The *guardian* can see what is happening within 60 feet of the caster, and can spot invisible, out-of-phase, duo-dimensional, ethereal, or astral creatures within the area around the mage. If the *guardian* spies any creature about to launch a surprise attack on the caster, the *guardian* will instantly materialize to intercept the attacker and defend the mage. The *faithful phantom guardian*: AC 2; Move 15"; HD 6; hp 36; #AT 1; Dmg 1d10 (two-handed sword); THAC0 13; AL N; SA able to hit creatures which are hit only by +2 magical weapons. The *guardian* will fight for up to one round per level of the caster or until it is destroyed. The mage also has the option of summoning the *guardian* to his side at any time. The *guardian* will appear in one round and fight under the same time limit. Once the *guardian* has spent its time on the prime material plane, it has completed its mission and will no longer watch over the caster. The *guardian* appears as a shimmering outline of violet light. The *phantom guardian* cannot speak, so it cannot shout a warning to the mage if he or she is attacked. The material component is a 1,000 g.p. diamond, which is sent to the *guardian* when the spell is cast as a payment for its service.

Mordenkainen's Penultimate Cogitation (Alteration)

Level: 7 Components: V, S
 Range: 0 Casting Time: 1 segment
 Duration: Instantaneous Saving Throw: None
 Area of Effect: Spellcaster

Explanation/Description: This permits the mage to call to mind one spell from one of the caster's personal spell books, provided the appropriate spell book is within one mile of the mage. The spell must be one that the caster knows, as explained in the *Players Handbook*. The spell cannot be called from a scroll or another mage's spell book. The called spell can be any of the 1st to 6th level. Only one spell can be called per casting of the *penultimate cogitation*. The called spell can be cast on any succeeding round. There is always a 10% chance that the called spell will be magically erased from the mage's spell book.

Nystul's Spells

Nystul's Dancing Werelight (Alteration)

Level: 1 Components: V, S, M
 Range: 60 yds + 20 yds/level Casting Time: 1 segment
 Duration: 2 hours + Saving Throw: None
 1/2 hour/level
 Area of Effect: Special

Explanation/Description: This spell creates a mote of light completely under the caster's control. The light shed by the mote can be increased or decreased at the caster's will, ranging from the brightness of a *light* spell to the dim glow of a candle. The *werelight* can flit about from place to place as the caster directs, as long as it stays within the range of the spell. The *werelight* could be called upon to hang over the caster's head as a convenient reading light. The *werelight* spell cannot be attached to an object or creature. It can only exist as a mote hanging in the air. The material component is a live firefly.

Nystul's Flash (Evocation)

Level: 1 Components: V, S
 Range: 30 yds + 5 yds/level Casting Time: 1 segment
 Duration: Instantaneous Saving Throw: Special
 Area of Effect: 10' radius globe

Explanation/Description: This spell creates a sudden flash of bright light in a 10' radius globe. All creatures within the area of effect who fail a save versus spells are blinded for 1d4 rounds. Those who make their saving throw are merely dazed for 1d4 rounds, suffering a -2 penalty on all hit rolls. They are also off-balance in melee, so any attack made against a dazed creature has a +2 hit modifier. Creatures outside the globe facing the *flash* do not suffer any ill effects. Creatures without eyes are not affected by the spell.

Nystul's Blackmote (Evocation)

Level: 2 Components: V, S, M
 Range: 30 yds + 5 yds/level Casting Time: 1 round
 Duration: Special Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell summons a microscopic mote of energy from the Negative Material Plane to the caster's hand. The caster must immediately roll a saving throw versus death magic at +2 to be able to control the *blackmote*. If the caster saves, the *blackmote* will lie dormant in the mage's hand for one round, building up power. The caster can do nothing else during this period, as he or she must concentrate fully on the *blackmote*. If the caster's concentration is broken during this time, the *blackmote* is dispelled. At the end of the round, the spell is at full power, and the *blackmote* can be hurled at a creature within the range of the spell. The *blackmote* automatically strikes, exploding in a burst of darkness and cold, inflicting 2d6 damage plus one point of damage per level of the caster. Undead and creatures from the Negative Material Plane or lower outer planes are unaffected by a *blackmote*. If the caster fails the initial save versus death magic, the mage loses control of the mote. It immediately explodes in the caster's hand, inflicting one point of damage and paralyzing the mage for 1d4 rounds. The material component is a sliver of bone taken from an undead skeleton.

Nystul's Blazing Beam (Evocation)

Level: 2 Components: V, S
 Range: 30 yds + 10 yds/level Casting Time: 2 segments
 Duration: Instantaneous Saving Throw: Special
 Area of Effect: One creature

Explanation/Description: This spell draws a parcel of energy from the positive material plane to the caster's hand, which can be fired in a ray 1' wide and up to 30' 10'/level of the caster in range. Except for undead, a creature struck by the *beam* is entitled to a saving throw. A creature that successfully saves is struck by a glancing shot and is only dazed for 1d4 rounds, suffering a -2 penalty on hit rolls and a +2 penalty to armor class. A creature that fails is struck full in the face by the beam and is blinded for 2d4 rounds, suffering a -4 penalty on hit rolls and a +4 penalty to AC. An undead creature struck by the beam is not entitled to a save, and is not dazed or blinded, but suffers 4d6 points of damage.

Nystul's Crystal Dagger (Evocation-Conjuration)

Level: 2 Components: V, S, M
 Range: 0 Casting Time: 2 segments
 Duration: 2 rounds plus 1 Saving Throw: None
 round/level
 Area of Effect: Special

Explanation/Description: This spell summons into the caster's hand a dagger composed of material from the quasi-elemental plane of mineral, strongly infused with energy drawn from the Positive Material Plane. The *crystal dagger* has no hit bonus and inflicts 1d4 + 2 points of damage to opponents struck in melee. Against undead and creatures from the lower outer planes, the *dagger* inflicts 1d4 + 3 points of damage. If the *crystal dagger* does maximum damage to an undead or a lower plane creature, that monster is paralyzed for the next melee round and the dagger vanishes. The material component is a tiny dagger made from fine lead crystal, worth 250 g.p.

Nystul's Crystal Dirk (Evocation-Conjuration)

Level: 3 Components: V, S, M
 Range: 0 Casting Time: 3 segments
 Duration: 3 rounds + 1 Saving Throw: None
 round/level
 Area of Effect: Special

Explanation/Description: This spell creates a weapon similar to that described in the 2d-level *crystal dagger* spell. The *dirk* is faintly magical, granting a +1 bonus on attack rolls. The *dirk* does 1d4 + 2 points of damage when it hits. Against undead and monsters from the lower outer planes, the *dirk* does 1d4 + 3 points of damage on a successful hit. If the *crystal dirk* scores maximum damage, the monster will be paralyzed until the end of the next round following the hit. The material component is a tiny dagger made from lead crystal worth 350 g.p.

Nystul's Expeditious Fire Extinguisher (Evocation)

Level: 3 Components: V, S, M
 Range: 20 yds/level Casting Time: 1 segment
 Duration: 1 segment Saving Throw: Special
 Area of Effect: Special

Explanation/Description: This more powerful version of the *effect normal fires* spell enables the caster to quickly extinguish a large fire. When the spell is cast, anti-energy from the quasi-plane of ash is momentarily drawn down upon the fire. An area of non-magical fire up to 10 feet by 10 feet per level of the caster can be put out in just one segment, so the spell is ideal for combatting forest and brush fires. The spell is less effective against magical fire. The

chance of extinguishing a magical fire is only 60%, and a maximum area of 10 yards by 10 yards, regardless of the level of the spellcaster, can be snuffed. The spell has no effect on a fire-based creature or flames emanating from a creature's body, such as fire elementals, fire grue, or the type VI demon. The material components for the spell are a pinch of cold ash mixed with salt.

Nystul's Golden Revelation (Alteration)

Level: 3 Components: V, S, M
Range: 0 Casting Time: 3 segments
Duration: 5 rounds/level Saving Throw: None
Area of Effect: 30' wide cone 60' long

Explanation/Description: With this spell, the mage can reveal hidden, concealed, or invisible creatures within the conical area. The concealed creature will be surrounded with an aura of golden light, shining out in a 1-foot diameter about the creature, making it easily seen. The mage can make a full 360 degree sweep-search of the area in one round. The spell might reveal a thief hiding in shadows, a barbarian concealed in natural terrain, or a creature hiding behind an obstacle. The spell creates a glow around an invisible, out-of-phase, ethereal, duo-dimensional, or astral being in the area of effect, as well as a creature using a *cloak of elvenkind*, *robe of blending*, or *ring of chameleon power*. A saving throw against being affected by the *golden revelation* is not permitted, although successful magic resistance protects a creature from being outlined by the spell. The material component is a box wrapped with waxed parchment, containing a glowworm.

Nystul's Radiant Baton (Evocation)

Level: 3 Components: V, S, M
Range: 0 Casting Time: 3 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: Special

Explanation/Description: When the mage casts this spell, it summons into the caster's hand a slender baton formed from energy drawn from the quasi-elemental plane of radiance. The *baton* can be one of the seven colors of the rainbow as the caster chooses. The attack form of the *baton* will correspond to the color chosen, being similar to the attack of a *radiance quasi-elemental creature*, as follows:

Red baton: cold energy (+1 damage to fire-based creatures, no damage if cold-based)

Orange baton: heat energy (+1 damage to cold-based creatures, no damage if fire-based)

Yellow baton: acid damage (save vs spells to take no damage)

Green baton: neutralize poison (per cleric spell)

Blue baton: electrical energy (+10 damage to metal armored enemy)

Indigo baton: undead specific (Only undead harmed)

Violet baton: vegetation specific (only plants harmed)

The *baton* will do a base 2d4 points of damage plus one point of damage per level of the caster when a hit is scored. The type of damage corresponds to the color of the *baton*. The color of the *baton* is chosen during casting, and cannot be changed thereafter. Creatures are allowed no saving throw versus the effects of the *radiant baton*. The baton automatically hits any creature that successfully strikes the caster in that melee round, otherwise the caster must use his own THAC0 to determine a successful strike on an enemy.

The material components are a crystal prism (which shatters after the spell) and a set of seven small, silver rods.

Nystul's Blacklight Burst (Evocation)

Level: 4 Components: V, S, M
Range: 10 yds/level Casting Time: 4 segments
Duration: Instantaneous Saving Throw: Special
Area of Effect: 20' radius sphere

Explanation/Description: This risky spell brings forth a blast of energy from the Negative Material Plane for an instant. Those within the area of effect suffer 1d4 points of damage per level of the caster, or only half damage if a save vs. death magic is successful. Affected creatures who fail their save will also be *slowed* (as the spell) for 1d4 rounds. Creatures from the Positive Material Plane or upper outer planes take an additional point of damage per level of the caster, and the saving throw is made at -2. Such creatures who fail their save will also be stunned for 1d4 rounds, rather than slowed. There is always a 10% chance that the mage will lose control of the spell and be affected by its attack, as a ray from the area of effect bounces back to strike the caster. Undead are never affected by the spell. The material component is a bit of earth taken from the grave of a ghoul or ghast.

Nystul's Grue Conjunction (Conjuration/Summoning)

Level: 4 Components: V, S, M
Range: 60 yds Casting Time: 1 turn
Duration: 3 rounds/level Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell, which is actually a group of four risky spells, will summon one grue—harginn, ildriss, chaggrin, or varrdig—from one of the four elemental planes:

Air—Incense

Earth—Soft Clay

Fire—Sulfur

Water—Sea Water

These material components must be used when summoning the grue desired. The type of grue to be summoned must be decided before the caster memorizes the spell. Grue are notoriously untrustworthy and difficult to control, so the caster must rely on more than just concentration to keep the grue under his command. As soon as the grue is summoned, it will demand a payment from the caster for its service. The payment offered must be at least 500 g.p. worth of goods of interest to the grue, or the grue will be angered and immediately attack the caster. If the grue is satisfied with the offer, it will grudgingly perform one service for the caster for the duration of the spell. The grue will try to subvert or openly disobey the caster's orders if the grue finds them unpleasant.



Nystul's Lightburst (Evocation)

Level: 4 Components: V, S, M
Range: 10 yds/level Casting Time: 4 segments
Duration: Instantaneous Saving Throw: Special
Area of Effect: 20' radius sphere

Explanation/Description: This spell summons a burst of energy from the Positive Material Plane. All creatures within or facing the sudden blaze of energy are blinded for one round, with no saving throw. Creatures without eyes cannot be blinded. In addition, all undead, creatures from the Negative Material Plane, or beings from the lower outer planes within the area of effect take 1d6 points of damage per level of the caster. Such creatures suffer only half damage if they make their saving throw, but undead make their save at -2.

The material component is a small, solid gold orb worth 500 g.p. It is destroyed after the spell dissipates.

Nystul's Enveloping Darkness (Evocation-Alteration)

Level: 5 Components: V, S, M
Range: 0 Casting Time: 5 segments
Duration: 5 rounds + 2 Saving Throw: None
 round/level
Area of Effect: 20' radius globe about the caster

Explanation/Description: This spell creates a zone of impenetrable darkness around the mage 20 feet in radius. Although the caster can see in and through the zone of darkness without trouble, all others cannot see through the *envelope*, not even with *infravision* or *ultravision*. In addition, a distortion exists within the globe, appearing as if the caster has the power of displacement as a *displacer beast*. The caster is attacked at -2, in addition to the darkness penalty.

Nystul's Instant Daylight will negate the spell. The material components are a drop of pitch, a whisker from a black cat, and a bit of fur from the coat of a displacer beast.

Nystul's Radiant Arch (Alteration)

Level: 5 Components: V, S, M
Range: 10 yds/level Casting Time: 1 round
Duration: Special Saving Throw: Half damage
Area of Effect: One creature

Explanation/Description: This spell creates a glimmering rainbow of light that arches between the caster's open hands. Once the rainbow takes form, the caster can choose to fire a ray 1 foot wide from the rainbow, aimed at one creature up to 10 feet away per level of the mage. The ray can take the form of one of the seven colors of energy drawn from the quasi-plane of radiance.

Red: cold energy (+1 damage to fire-based creatures, no damage if cold-based)

Orange: heat energy (+1 damage to cold-based creatures, no damage if fire-based)

Yellow: acid damage (save vs spells to take no damage)

Green: neutralize poison (per cleric spell)

Blue baton: electrical energy (+10 damage points to metal armored enemy)

Indigo: undead specific (only undead harmed)

Violet: vegetation specific (only plants harmed)

The ray will inflict 1d6 points of damage per level of the caster, of a type corresponding to the color of the ray. If the creature makes its save, only half damage is suffered.

The mage must concentrate to keep the *radiant arch* active, so any attack that breaks the caster's concentration will dispel the rainbow and prevent the caster from launching a ray. The material components are a crystal prism (which breaks after the spell) and a small black board with a pinhole through the center.



Otiluke's Spells

Otiluke's Bubbling Buoyancy (Alteration)

Level: 1 Components: V, S, M
Range: 20 yds/level Casting Time: 1 segment
Duration: 1 turn/level Saving Throw: None
Area of Effect: 100 pounds/level

Explanation/Description: By the use of this spell, the mage can allow normally non-buoyant objects to float upon a layer of small crystal bubbles filled with air. Up to 100 pounds of matter per level of the caster can be made to float, including gold, lead, stone, or a living creature. An object that has sunk can be raised to the surface if the object is within the spell's range. The material components are a small cork and a pinch of bromine salt.

Otiluke's Smoky Sphere (Evocation)

Level: 1 Components: V, S, M
Range: 60 yds Casting Time: 1 segment
Duration: 1 round Saving Throw: Negative
Area of Effect: 10' radius globe

Explanation/Description: This spell summons into the caster's hand a small crystalline sphere filled with a gray, hazy mass. The smoke sphere can be thrown as far as 60 feet away from the caster as a grenade-like missile. The sphere shatters when it hits, filling an area 10 feet in radius with harsh, irritating smoke. Unless a save versus poison is made, all creatures within the area of effect will suffer a fit of coughing, gasping, and choking for 1d4 + 1 rounds. The affected creatures attack and make saving throws with a -2 penalty until the fit passes, and any spell with a verbal component has a 30% chance of failure when cast by a coughing spellcaster. The smoke cloud disperses and becomes harmless after one round. The sphere must be used within three rounds of casting or the substance becomes inert and useless, and the crystal sphere disintegrates. If the smoke sphere is shattered before it is thrown, the smoke cloud will affect the caster. The material component is a charred stick or piece of charcoal and a small, hollow glass ball.

Otiluke's Boiling Oil Bath (Evocation-Conjuration)

Level: 2 Components: V, S, M
Range: 60 yds Casting Time: 2 segments
Duration: 1 segment Saving Throw: Negative
Area of Effect: One creature

Explanation/Description: This spell creates a cauldron-shaped container of force filled with boiling oil, which appears over the target's head. The cauldron will dump its contents onto the creature unless a save versus spells is made. Success with the saving throw means the creature is aware of the cauldron's sudden appearance and leaps clear before the oil is poured. A creature who fails the save takes the full dose of boiling oil, suffering 3d4 heat damage. The material components are a few drops of oil and a pinch of sulfur.

Otiluke's Acid Cloud (Evocation)

Level: 3 Components: V, S, M
Range: 60 yds Casting Time: 3 segments
Duration: 1 round/2 levels Saving Throw: Special
Area of Effect: 30' diameter globe

Explanation/Description: This spell creates a small crystalline sphere filled with a yellowish-brown mist. The crystal can be held for as long as the caster likes, but the contents become useless after three rounds. The sphere can be thrown up to 20 yards as a grenade-like missile. When the sphere shatters, the mist is released, filling the air in a 30-foot radius with yellowish acid fumes. Everything with-

in the area of effect is affected as if placed in an acid bath. All creatures within the fumes will take 4d4 points of acid damage immediately, with no save allowed, and will suffer 1d4 points of damage for every additional round of exposure to the fumes. All objects touched by the acid fumes must make a saving throw versus acid or be eaten away. For every additional round of exposure to the fumes, an item must save again. The atmospheric acid bath will remain in existence for one round for every two levels of the caster, but any winds or rains or turbulent atmospheric conditions will negate the spell. The material component is a small vial of diluted aqua regia ("royal water").

Otiluke's Force Umbrella (Evocation)

Level: 3 Components: V, S, M
Range: 50 yds Casting Time: 3 segments
Duration: 1 turn/level Saving Throw: None
Area of Effect: Special

Explanation/Description: This spell creates a broad, bowl-shaped dome of force over the caster's head, 10 feet in radius, shimmering violet in appearance. The dome will follow the caster wherever he or she travels. The dome will not only shield the caster from rain, sleet, or snow, but also against physical or magical attacks from above, such as siege missiles, giant-hurled boulders, or a breath weapon from a flying dragon. The *force umbrella* provides a +4 saving throw bonus against magical attacks from above, and a -6 armor class bonus against physical attacks from above. The umbrella will also deflect 75% of arrow or bolt attacks from above or a high angle of indirect fire, such as a volley of arrows. It will conform to restricted spaces and allow the caster to move through narrow openings. The material components are a miniature umbrella made of wood and leather and a pinch of diamond dust.

Otiluke's Steaming Sphere (Evocation)

Level: 4 Components: V, S, M
Range: 60 yds Casting Time: 4 segments
Duration: 1 round/2 levels Saving Throw: Special
Area of Effect: 30' radius globe

Explanation/Description: This spell creates a small crystalline sphere filled with hot steam in the caster's hand. The mist within the sphere will remain active for three rounds. The sphere can be hurled up to 60 yards away from the caster. When the sphere hits a solid surface, it instantly shatters, freeing the contents and filling an area 30 feet in radius with thick steam. It does 4d4 points of heat damage per round of exposure to the steam, with no save permitted.

The steam totally obscures vision, reducing visibility to only 30 feet in front of an affected creature. Creatures within the area of effect of the steam bath will also be disoriented, making it difficult for creatures to find their way out of the steam bath. Each round a creature is within the steam cloud, the creature must make a save versus spells to escape from the cloud. A creature who saves will emerge from the steam bath in a random direction; Imagine a clock face and *roll 1d12 to find the direction in which the creature escapes*. If the saving throw is failed, the creature stumbles around in the steam bath for another round. The material components are a few drops of pure water, a pinch of dust, and a bit of sulfur.

Otiluke's Dispelling Screen (Evocation-Abjuration)

Level: 5 Components: V, S, M
Range: 5 yds/level Casting Time: 5 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: 20' square

Explanation/Description: This spell creates a shimmering screen of violet energy. As with other such screens, the *dispelling screen* can be shaped as the caster wishes. Any creature passing through the screen is affected by *dispel magic* with the same level of effectiveness as that spell cast by the mage, and is affected by *dispel illusion* as if cast by a mage two levels of experience lower than the caster. Thus, creatures possessing some form of enchantment who pass through the *dispelling screen* often come out weaker than when they started. The material components are a sheet of fine lead crystal and a chrysolite gemstone worth 1,000 g.p., which vanish after the spell is cast.

Otiluke's Electrical Screen (Evocation)

Level: 5 Components: V, S, M
Range: 5 yds/level Casting Time: 5 segments
Duration: 5 rounds/level Saving Throw: Special
Area of Effect: 20' square/level

Explanation/Description: This spell creates a shimmering screen of electrical energy that can be shaped into a wall, hemisphere, or sphere, with a 20-foot diameter, as the caster wishes. It is always immovable. Any creature passing through the *electrical screen* will suffer a strong shock. Unless the creature makes its save, it will suffer 1d4 points of damage, lose any dexterity bonuses for 1d4 +1 rounds due to numbness, and suffer a -2 penalty on attack rolls for an equal amount of time. Creatures who make their saving throw take no damage and suffer no penalty on their dexterity, but are mildly numbed and hit at -1 for 1d4 +1 rounds. Creatures wearing metal armor save at -4 when passing through the screen. The material components are a bit of fur, a glass rod, and a thin sheet of fine crystal, all of which vanish after the spell is cast.

Otiluke's Polar Screen (Evocation)

Level: 5 Components: V, S, M
Range: 5 yds/level Casting Time: 5 segments
Duration: 5 rounds/level Saving Throw: Special
Area of Effect: 20' square/level

Explanation/Description: This spell creates a misty, bluish-white screen of energy that can be shaped to form a wall, hemisphere, or sphere dimension. Any creature passing through the *polar screen* will be affected as if the creature suddenly passed through a freezing blizzard. Any creature who fails a saving throw versus spells will be coated with ice crystals for 1d4 +1 rounds until the crystals melt away, during which time the creature suffers one point of cold damage per level of the caster. The creature is also severely chilled, suffering a -4 attack penalty until the ice melts. A creature who makes the saving throw is only affected by the ice crystals for one round, but is affected in the same way as those who fail the save. A *melt* spell will dispel the ice crystals from a creature's body, while a *fireball*, but no other flame, will destroy the polar screen. The material components are a thin sheet of fine lead crystal and a few bluish-white quartz crystals, all of which vanish after the spell is cast.



Otiluke's Radiant Screen (Evocation)

Level: 5 Components: V, S, M
Range: 5 yds/level Casting Time: 5 segments
Duration: 2 rounds/level Saving Throw: None
Area of Effect: 20' square

Explanation/Description: This spell creates a screen of energy drawn from the quasi-elemental plane of radiance. The screen can be up to 20' square, and can be shaped into a wall, hemisphere, or sphere as the caster orders. The *radiant screen* can be one of the seven colors of the rainbow, each color exhibiting a different form of energy identical to the colors of *Nystul's radiant baton*.

Red energy: cold energy (+1 damage to fire-based, none if cold)

Orange energy: heat energy (+1 damage to cold based, none if fire)

Yellow energy: acid damage (save vs spells or take +2 splash)

Green energy: neutralize poison

Blue energy: electrical energy (+10 damage to metal armored)

Indigo energy: undead specific (only undead harmed)

Violet energy: vegetation specific (only plants harmed)

The screen will affect anything passing through it as if the creature were being attacked by energy or matter of the type determined by the screen's color. The caster can change the color of the screen from round to round at will, but only one color per round can exist. The *radiant screen* will inflict two points of damage per level of the caster. Cold-based creatures will take three points of damage per level of the caster when passing through the orange screen, while fire-based creatures will suffer three points of damage per level from the red screen. The material components are a crystal prism, a beryl gemstone worth at least 500 g.p., and a thin sheet of fine crystal colored the seven colors of the rainbow, all of which vanish after the spell is cast.

Otiluke's Diamond Screen (Evocation)

Level: 6 Components: V, S, M
Range: 5 yds/level Casting Time: 6 segments
Duration: 2 rounds/level Saving Throw: None
Area of Effect: 20' square

Explanation/Description: This spell creates a glittering screen of energy of any color chosen by the caster. All creatures passing through the screen will be attacked by a multitude of razor-sharp blades made of substance drawn from the quasi-plane of mineral. Each creature suffers 3d20 points of damage no matter what its armor class. The spell can be shaped into anything the caster wishes. The material component is a collection of sharp diamond chips worth at least 5,000 g.p., and these vanish after the spell is cast.

Otiluke's Excruciating Screen (Evocation)

Level: 6 Components: V, S, M
Range: 5 yds/level Casting Time: 6 segments
Duration: 3 rounds/level Saving Throw: Special
Area of Effect: 20' square/level

Explanation/Description: This spell creates a misty grey screen which can be shaped into a wall, hemisphere, or sphere, within the designated dimension, as the caster directs. Any creature passing through this screen is affected as if the creature were momentarily transported to one of the four negative quasi-elemental planes. The plane which will affect creatures touching the screen must be chosen when the spell is memorized. Any creature passing through the *excruciating screen* must make a save versus death magic. Those who fail will be stunned for 1d4 rounds and suffer 4d4 points of damage due to the shock and pain. Creatures who make the save suffer a -1 on all saves for 1d4 rounds.

The four planes that can be simulated by the screen and the screen's particular effect are described below.

Vacuum: The shock caused is due to asphyxiation. Creatures who do not need to breathe are unaffected by the screen.

Salt: The shock is the result of body moisture drawn from the creature. Creatures without body fluids will not be affected, such as golems, undead, or beings from the elemental planes of earth, fire, or air.

Ash: The shock is caused by a loss of the creature's body heat. Undead and cold-based creatures are unharmed by the screen.

Dust: The shock is produced by having part of a creature's solid body mass dispersed. Creatures of a gaseous or liquid form will not be harmed by this screen.

The material components are a crystal sheet and a hollow sphere, lump of salt, pinch of ash, or bit of dust, depending on the type of screen.

Otiluke's Orb of Containment (Evocation)

Level: 6
Range: 30 yds
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell is used to create a useful container for very dangerous substances. When the caster has an object or substance to be contained, the spell can be cast to create a crystal sphere 6 inches in diameter, up to 30 yards away from the caster. The crystal *orb* will surround the object or part of a semi-liquid substance and hold it securely. The interior of the *orb* has the hardness of adamantite steel, so even the most volatile or corrosive of substances will be held safely. Time within the *orb* is frozen, so the substance held will not age. The *orb* cannot be shattered by physical force or most magical attacks, although a *dispel magic* or *disintegrate* spell can destroy the *orb* and free its contents.

The *orb of containment* will exist for one day, after which it fades out, freeing the contents. If the spell is cast again before the *orb* fades, the spell will be renewed and the *orb* will continue for an additional day without disturbing the contents. The material components are a diamond worth 1,000 g.p. encased in glass, both of which shatter when the spell is cast.

Otiluke's Death Screen (Evocation-Alteration)

Level: 7
Range: 5 yds/level
Duration: 1 round/level
Area of Effect: 20 feet square

Components: V, S, M
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: This spell calls into existence a grey, misty screen shaped as the caster wills. Any creature passing through the screen will suddenly find itself trapped in a mysterious zone of nil-space where the creature is subject to anti-energy drawn from one of the four negative quasi-planes. For every round the creature is trapped, it will lose 25% of its current hit point total, dropping to 0 hit points at the end of the 4th round if the creature fails to escape. The creature will be dead with -10 hit points at the end of the 5th round. For every round a creature is trapped, it is entitled to a saving throw versus death magic. Success indicates the creature escapes back into the prime material plane, emerging from the side of the screen opposite the side entered. The saving throw to escape is made at -1 in the 1st round, -2 in the 2d, -3 in the 3d, and -4 in the 4th round.

If the spell ends before a creature escapes or dies, the creature is released onto the material plane as the screen disappears, as if the creature had escaped on its own. A creature

re-emerging onto the prime material plane, injured but alive, is stunned for 1d4 rounds as it recovers from the effect of the life-draining zone. Those imprisoned in the zone may heal themselves and use any other magics, but can't escape unless they make saving throws for the zone. The material components are a sheet of lead crystal, earth from a vampire's coffin, and a hollow sphere (for vacuum).

Otiluke's Fire and Ice (Evocation)

Level: 7
Range: 50 yds
Duration: Instantaneous
Area of Effect: 30' radius globe

Components: V, S, M
Casting Time: 7 segments
Saving Throw: Special

Explanation/Description: When the spell is cast, a red crystal sphere immediately appears before the caster, then flies away at great speed toward an area targeted. A split-second later, a blue crystal sphere appears and quickly follows behind the red sphere. When the red sphere reaches the area chosen by the caster, it explodes in a fireball 30 feet in radius, inflicting 4d4 points of fire damage to all within the area of effect. A successful saving throw will reduce the damage by one-half. A split-second later, the blue sphere explodes in the same area of effect, causing 4d4 points of cold damage to all within a 30 foot radius. Those who made the save versus fire will also take only one-half damage from the cold blast, but those who failed the save take full damage from the cold. The greatest effect of the one-two attack combination is the tremendous shock inflicted on inanimate objects by the radical change in temperature. All items in the area of effect must save as non-magical items. Failing this save will probably cause the materials to crack or shatter. The material components are a pinch of phosphorus and a small quartz crystal.

Otiluke's Siege Sphere (Evocation)

Level: 7
Range: Touch
Duration: 1 turn
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell creates a large, boulder-sized sphere of force that can be fired by a catapult. The *siege sphere* will last for one complete turn before it fades out of existence, so it must be fired within one turn of the spell's casting. The *siege sphere* can take several different forms, and the type of sphere to be created must be decided when the spell is memorized. The *siege sphere* is as hard as adamantite steel before it is launched, and can only be destroyed by a *wish*, *dispel magic*, or *disintegrate*. After the sphere is fired, it will take on a different form that depends on the attack type of the sphere. Regardless of the form that the attack takes, the *siege sphere* is dispelled after it performs its attack. Different types of *siege spheres* are described below.

Liquid Fire: When the sphere strikes its target, it instantly shatters, spraying a mass of liquid fire over an area 30 feet in radius. All combustibles in the area of effect will be ignited. Any creature struck by the liquid fire will take 2d4 points of damage per round for 2d6 rounds unless the fire is doused or the burning fluid is washed off. The material components for this form are a drop of pitch, a bit of phosphorus, and a pinch of diamond dust.

Crystal Shards: This *siege sphere* splinters apart 30 feet above the ground, raining down crystal shards in a 20-foot-radius circle. Each creature in the area affected will take 5d6 points of damage regardless of its armor class. The material component is a sample of sharp diamond flakes.

Wrecking Ball: Upon nearing its target, the *sphere's* density dramatically increases so it strikes with three times the impact (and damage) of a heavy catapult. The material components are a lodestone and a pinch of diamond dust.

Otto's Spells

Otto's Chime of Release (Alteration)

Level: 1 Components: V, S, M
 Range: 60 yds Casting Time: 1 segment
 Duration: 1 segment Saving Throw: None
 Area of Effect: One creature

Explanation/Description: When this spell is cast, a delicate chime rings out, the vibrations of which will release any form of nonmagical bonds holding a single creature or person. Ropes will be untied, chains and shackles loosened, leather straps unbound, a gag undone, or a wooden stock will be opened by the chime. The spell can even be used to release a bit and bridle on a horse, freeing the mount from a rider's direct control. The material component is a small brass tubular chime, which disappears when the spell is cast.

Otto's Soothing Vibrations (Enchantment/Charm)

Level: 2 Components: V
 Range: 60 yds Casting Time: 2 rounds
 Duration: 1 round/level Saving Throw: Special
 Area of Effect: 20'-radius sphere

Explanation/Description: As the mage casts the spell, all creatures in the area of effect begin to hear soothing vibrations that cause them to pause and listen. As the music continues, the creatures feel the mage broadcasting peaceful, kindly thoughts to them. The creatures will do nothing for one round until the mage is finished casting the spell. Thereafter, all animals in the area of effect of semi-intelligence or lower will feel kindly to the mage, and show no aggression or fear unless attacked first. All other creatures are entitled to a saving throw at +2 to avoid the spell's lulling effect. All animals and those creatures who fail the save are more susceptible to charm spells cast before the spell's duration ends, and suffer a -2 penalty against any charm spell cast upon them, such as *animal friendship*, *charm person* or *mammal*, or *charm monster*. There is no somatic or material component to the spell, just the soothing, vibrating voice of the caster.

Otto's Tones of Forgetfulness (Enchantment/Charm)

Level: 2 Components: V, S, M
 Range: 10 yds/level Casting Time: 2 segments
 Duration: 1 turn/level Saving Throw: Special
 Area of Effect: One creature

Explanation/Description: When the mage casts this spell, the ears of the target creature are filled with exotic tones no one else can hear. Unless the creature makes its saving throw, the creature will lose all memory of non-weapon proficiencies known by the creature, and any attempt to use such a proficiency will meet with automatic failure. If the creature's save is successful, the creature merely suffers a +2 penalty to the chance of success with a non-weapon proficiency for the duration of the spell. The material components are a string from a sitar and a wooden mallet.

Otto's Crystal Rhythms (Enchantment/Charm)

Level: 3 Components: V, S, M
 Range: 10 yds/level Casting Time: 3 segments
 Duration: 2 rounds/level Saving Throw: Negates
 Area of Effect: One creature

Explanation/Description: Unless the victim of this spell makes its saving throw, the creature's ears will be filled with the sound of energetic crystal chimes that no one else can hear. The creature will immediately drop anything in its hands and begin clapping, so the creature cannot use its hands for anything else. Spells requiring a somatic component cannot be cast, thieving skills cannot be performed, tools cannot be used, and weapons cannot be wielded by the clapper. Obviously, only creatures that have hands will be affected, and any creature with more than one pair of hands will clap along with as many hands as the creature has. The material components for the spell are a pair of crystals worth 500 g.p. that vanish after the spell is cast.

Otto's Sure-Footed Shuffle (Alteration-Enchantment/Charm)

Level: 3 Components: V, S, M
 Range: 30 yards Casting Time: 3 rounds
 Duration: 1 turn Saving Throw: None
 + 1-6 turns/level

Area of Effect: All creatures within range

Explanation/Description: When this spell is cast, the listeners hear fiddle music for one round. Thereafter, the creatures are given the walking agility and sure-footedness of a mountain goat. The creature can climb an incline of up to 50 degrees with no trouble. In any situation where the creature might trip, slip, stumble, or lose his footing or balance, the creature is allowed a +4 bonus to a saving throw or -4 modifier to the creature's dexterity check to avoid falling, using whichever roll is applicable. The material components are a fiddle string and a sliver from the hoof of a mountain goat.

Otto's Drums of Despair (Enchantment/Charm)

Level: 4 Components: V, S, M
 Range: 20 yds/level Casting Time: 4 segments
 Duration: 2 rounds/level Saving Throw: Special
 Area of Effect: 400 square feet/level

Explanation/Description: This spell will create the sound of oppressively loud war drums in a large area, filling all creatures in the area of effect with feelings of dread and despair. The spell will cover an area at the direction of the caster, so a 10th level mage could affect an area 200 feet by 20 feet, 100 feet by 40 feet, or 50 feet by 80 feet. All affected creatures will be -2 on all attack, damage, and saving throws, and will suffer a -2 morale penalty. Creatures of 2 hit dice or less are not entitled to a saving throw to avoid the enchantment. Creatures of 2+1 to 4 hit dice make their save at -2, and creatures of 4+1 hit dice and higher roll an unmodified save. The material components are a pair of miniature bronze drums with onyx decorations, worth 1,000 g.p. in materials and workmanship, that vanish after the spell is cast.

The reverse of the spell, *Otto's rousing anthem*, produces a loud trumpet call that raises the spirits of all allied creatures in the same-sized area of effect. All affected creatures will be +1 on attack and saving throws, and NPCs will receive a two-point bonus on morale checks. The material component for the anthem is a set of four miniature silver trumpets trimmed with lapis lazuli, worth a total of 5,000 g.p., which vanish after the spell is cast.

Otto's Silver Tongue (Enchantment/Charm)

Level: 4
Range: 0
Duration: 2 rounds/level
Area of Effect: The mage
Components: V, S
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: When this spell is cast, the mage's voice takes on an enthralling sing-song tone that instantly catches the ear of any listener. Anything said by the caster will sound very convincing, as if the mage had a 19 charisma (+40% reaction adjustment). Any half-truth spoken by the caster has a 75% chance of sneaking past the notice of a listener using a *detect lie* spell and an outright lie has a 50% chance of not being discovered by *detect lie*.

Otto's Tin Soldiers (Alteration)

Level: 4
Range: 10 yds
Duration: 5 rounds + 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: To use this spell, the caster must have a pair of small, tin soldiers appropriate for one of the four versions of the spell. When the spell is cast, rousing martial music fills the air as the tin soldiers grow to human size and come to life. The tin soldiers will obey all orders faithfully, even to the death. The type of soldiers that can be conjured into existence depends on the level of the caster, as follows.

7th level caster—two heavy infantrymen: AC 4 (chain mail and large shield); Move 9"; HD 1+2; hp 8; #AT 1; Dmg 1d6 (spear or short sword); THAC0 18; AL N.

9th level caster—two heavy foot archers: AC 5 (chain mail); Move 9"; HD 2+2; hp 15; #AT 2 or 1 (long bow or short sword); Dmg 1d6 (arrow or short sword); THAC0 16; AL N.

12th level caster—two light cavalymen (if there is room for the horses): AC 6 (ring mail); Move 12"; HD 3+2; hp 23; #AT 2 or 1 (composite short bow or broad sword); Dmg 1d6 or 2d4 (arrow or broad sword); THAC0 16; AL N. They are riding light warhorses: AC 6 (leather barding); Move 21"; HD 2; hp 14; #AT 2; Dmg 1d4/1d4; THAC0 16; AL N.

14th level caster—two foot knights: AC 2 (plate mail and large shield); Move 6"; HD 4+2; hp 30; #AT 1; Dmg 1d10 +3; THAC0 15; AL N.

The material components are the pair of soldiers worth 100 g.p. in workmanship and a miniature brass bugle worth 50 g.p., which vanish after the spell is cast.

Otto's Tonal Attack (Enchantment/Charm)

Level: 4
Range: 20 yds/level
Duration: 1 turn/level
Area of Effect: One creature
Components: V, S, M
Casting Time: 4 segments
Saving Throw: Special

Explanation/Description: This spell will cause a spell-using creature to temporarily lose the knowledge of how to cast all spells unless a saving throw is made. Clerics and druids make their saves at +2. If the save is successful, then any spell cast by the affected creature is reduced in effectiveness, as if the spell were cast by a character two experience levels lower for figuring spell range, area of effect, duration, or damage. The material components are a sitar string and a crystal mallet (1,000 g.p.), which vanish after the spell is cast.

Otto's Warding Tones (Enchantment/Charm)

Level: 4
Range: 120 yds
Duration: 1 round/level
Area of Effect: 50' by 50' square
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: All creatures affected by this spell will have their ears filled with loud tones only they can hear. The notes will drown out all other sounds, effectively making the creatures deaf, but also rendering the creatures immune to all sonic attacks, such as sirens' song, a banshee's wail, *drums of panic*, *drums of deafening*, or the first use of a *horn of blasting*. The material components are two lumps of bee's wax and a string from any orchestral string instrument.

Otto's Gong of Isolation (Enchantment/Alteration)

Level: 5
Range: 10 yds/level
Duration: 1 turn/level
Area of Effect: One creature
Components: V, S, M
Casting Time: 5 segments
Saving Throw: Negates

Explanation/Description: When this spell is cast upon a creature, the mind-numbing sound of an extremely loud gong fills its mind. If the creature makes a saving throw at -2, the creature is only stunned for one round. But if the save fails, the creature loses all normal sensory input into the mind. The creature cannot see, hear, feel, taste, or smell, effectively making the creature helpless. If the creature engages in melee, all attacks are made at -6 to hit, but the creature has no idea of what it is attacking or even if the attack succeeds. Telepathic communication with the creature is still possible, and the creature might receive information about the world through such a link. A *wish*, *heal*, or *restoration* spell will completely cure the condition. The material components are a miniature gold gong and tiny gold striker with a jade stone as its head, together worth 7,000 g.p. in materials and workmanship, which vanish after the spell is cast.



Rary's Spells

Rary's Empathic Perception (Divination)

Level: 1 Components: V, S, M
 Range: 5 yds/level Casting Time: 1 segment
 Duration: 3 rounds/level Saving Throw: None
 Area of Effect: One creature per probe

Explanation/Description: This spell enables the caster to sense the basic emotions of a creature, person, or animal, such as fear, hunger, thirst, anger, pain, joy, or love. The spell will work on all creatures possessing a mind, but not automatons, golems, undead, or inhuman beings from other planes. Only one creature can be probed every five rounds, and the creature must be within the caster's line of sight, not behind a door or wall. A shielded mind cannot be probed empathically. The material component for empathic perception is a copper piece.

Rary's Aptitude Appropriater (Divination-Alteration)

Level: 2 Components: V, S
 Range: Touch Casting Time: 1 round
 Duration: 1 turn/level Saving Throw: Special
 Area of Effect: Special

Explanation/Description: By using this spell, the mage can temporarily acquire the ability to use a nonweapon proficiency known to another creature. The caster must touch the creature already possessing the desired skill. If the creature is willing to transfer his knowledge of the proficiency, the transfer takes place without difficulty. If the creature is unwilling to transfer the proficiency, the creature is entitled to a saving throw versus spells to prevent the transfer from occurring. The creature touched does not lose his knowledge of the proficiency, but merely allows the caster to know the proficiency as well. Only nonweapon proficiencies can be transferred by the spell. Other skills, abilities, powers, or types of knowledge will not transfer. The mage's level of ability with the proficiency is exactly that of the original owner, even if the appropriate ability for the proficiency differs between the caster and creature.

Rary's Memory Alteration (Enchantment/Charm)

Level: 4 Components: V, S
 Range: 60 yds Casting Time: 1 round
 Duration: Special Saving Throw: Negates
 Area of Effect: One creature

Explanation/Description: This more powerful version of the *forget* spell allows the mage to actively alter a part of a creature's memory. The portion of memory the caster can affect is limited to one specific event in the creature's life. The memory of a real event can be altered as the caster wishes. The mage could replace real facts about the event with false ones, or even place a completely new memory into the creature's mind, causing the creature to remember an event that never happened. The caster, however, is unable to remove a memory of an event in its entirety. There is no time limit on how far into the past an event can be altered. The creature is entitled to a save versus spells to avoid having his memory changed. A *heal*, *restoration*, or *wish* will correct any alterations made to a creature's memory.

Rary's Mind Scan (Divination)

Level: 4 Components: V, S
 Range: 10 yds/level Casting Time: 4 segments
 Duration: 5 rounds/level Saving Throw: Special
 Area of Effect: One creature per probe

Explanation/Description: This spell allows for deeper study of an unshielded mind than *ESP* can accomplish. The caster can pick up the surface thoughts or emotions of a creature on the first round of the probe, read deeper thoughts or memories on the second through fourth rounds of study (allow save vs. spells), and all beginning with the fifth round. The caster may learn of a creature's dreams, suppressed memories, or primal desires. One major fact or subject can be learned or studied per round of deep probing. The limits on which topics can be probed are the same as for the *ESP* spell.

Rary's Spell Enhancer (Alteration)

Level: 4 Components: V
 Range: Special Casting Time: Special
 Duration: Special Saving Throw: None
 Area of Effect: Special

Explanation/Description: This one-word spell will focus and increase the effectiveness of a spell cast by the mage. The *spell enhancer* is cast first, followed immediately by the spell to be enhanced, during the same round. The enhanced spell will strike with greater power, resulting in a -2 penalty to all saving throws made against the spell.

Rary's Mind Shield (Alteration)

Level: 5 Components: V, S
 Range: Touch Casting Time: 1 round
 Duration: 1 hour +
 1/2 hour/level Saving Throw: None
 Area of Effect: Creature touched

Explanation/Description: This spell is used to protect a creature from intrusions into the mind. Spells or mental powers that can probe a mind have no effect on the creature. The creature makes its saving throw at +2 against all enchantment/charm magic that can affect thoughts, memories, or behavior—*charm*, *suggestion*, *quiet*, *emotion*, *fascination*, or others. The *mind shield* allows a saving throw at -2 to avoid a *geas* spell.

Rary's Replay of the Past (Divination)

Level: 5 Components: V, S
 Range: 0 Casting Time: 1 turn
 Duration: Special Saving Throw: None
 Area of Effect: Special

Explanation/Description: This spell enables the caster to read the residual psychic impressions in a room or area, replaying a past event as an illusion that everyone in the area can see clearly. When an especially unusual or violent event occurs, it leaves behind psychic vibrations that remain for years. The more important the event, the stronger the psychic residue and the longer the impressions last. When the mage casts the spell, the strongest impressions currently in the area enter the caster's mind. The event that produced the psychic impressions is replayed in the caster's mind in real time, so the replay

takes as long to complete as the original event. The replay in the mind is crystal clear, so the caster can readily identify persons, creatures, or objects.

If the spell is cast again in the same area, the event that created the second strongest psychic impressions will be replayed. The caster can continue replaying past events, reading weaker and weaker psychic impressions, until all psychic residue in the area has been reviewed.

Rary's Superior Spell Enhancer (Alteration)

Level: 5
Range: Special
Duration: Special
Area of Effect: Special

Components: V
Casting Time: 1/6 segment
Saving Throw: None

Explanation/Description: This *spell enhancer* increases the amount of damage caused by a spell cast by the mage. The one-word *spell enhancer* is cast first, followed by the attack spell to be enhanced. When the attack spell is launched, all saving throws versus the spell are made at -1. The spell inflicts an additional point of damage per die of damage of the spell, so a *fireball* inflicts 1d6 +1 point of damage per die. When a *magic missile* is cast after the *spell enhancer*, each missile does 1d4 +2 points of damage.

Rary's Telepathic Bond (Divination-Alteration)

Level: 5
Range: 2"
Duration: 2 turns/level
Area of Effect: Two or more creatures

Component: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: With this spell, the mage can forge a telepathic bond between two or more creatures with an intelligence of 6 or higher. The bond can only be established between willing creatures. The creatures involved need not all speak the same language to communicate via the bond. The telepathic bond can be placed upon one creature for every three levels of the caster, so a 16th level mage can forge a link among five creatures. Once the bond is formed, the creatures can stay in contact only if they remain on the same plane. No special power or influence is conferred through the bond. A *permanency* spell does not have the power to make a telepathic bond a life-long link, but a *wish* spell does, although no more than two creatures can be permanently bonded together in this way.

Rary's Urgent Utterance (Alteration)

Level: 6
Range: 0
Duration: Up to 24 hours
Area of Effect: One spell

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell empowers the mage to specially prepare another spell for quick casting in an emergency. *Urgent utterance* is cast first, followed by the spell to be readied, except for the last word of the spell. When the mage needs to cast the readied spell, the caster need only utter the final word of the spell. The utterance of the final word only takes one segment, saving much time on most spells. The readied spell will stay in the caster's mind for only one day before it atrophies and fades out of memory. No more than two readied spells can be in the caster's mind at any time. Almost any spell of level 6 or less can be readied for quick casting, except the following: *find*

familiar, magic mirror, conjure elemental, contingency, enchant an item, ensnarement, guards and wards, legend lore, Tenser's transformation, limited wish, simulacrum, true name, binding, permanency, succor, and wish. The material component is a sapphire worth 1,000 gold pieces, which is crushed when the spell is cast.

Rary's Protection from Scrying (Abjuration-Divination)

Level: 6
Range: Touch
Duration: 1 hour +
1/2 hour/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell will protect a creature from all *scrying* attempts or intrusive divination. *Clairaudience, clairvoyance, ESP, empathy, telepathy, crystal balls, or a magic mirror* will not succeed in locating, detecting, or studying the protected creature. The creature will immediately become aware of the attempt, no matter how great the distance between the scryer and creature. If cast on himself, the mage has a 5% chance per level to divine the location of the scryer after one round of concentration. The scryer must save versus spells immediately or his identity will be revealed. *Detect evil/good* and *know alignment* will also not work on the affected creature. The material component is a star sapphire worth 5,000 g.p., which must be kept on the creature for the duration of the spell (and which vanishes after the spell).

Rary's Plane Truth (Divination)

Level: 7
Range: Special
Duration: 3 rounds + 1
round/level
Area of Effect: One creature per 2 rounds

Components: V, S
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell is a more precise and exacting version of *know alignment*. A creature's alignment will be revealed to the caster in the first round of study. With a second round of concentration, the creature's home plane is revealed. The deity or deities worshipped by the creature also become known to the mage. One creature can be studied for every two rounds of the spell's duration.



Tenser's Spells

Tenser's Eye of the Tiger (Alteration)

Level: 1 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 1 round/level Saving Throw: None
Area of Effect: Creature touched

Explanation/Description: By casting this spell, the mage can endow a creature with superior night vision equal to that of a great cat. The creature will be able to see in dim light up to a range of 30 feet and notice moving objects 60 feet away. Under conditions of total darkness, the creature can note moving objects slightly better. A creature who does not possess the blind-fighting proficiency is granted the proficiency while the spell is in effect, and a creature who already knows the art of blind-fighting will fight in the dark at only -1 to hit. The material components are a tiger's whisker and ground carrot.

Tenser's Steady Aim (Alteration)

Level: 1 Components: V, S, M
Range: Special Casting Time: 1 segment
Duration: 1 turn/level Saving Throw: None
Area of Effect: One person (fighters only)

Explanation/Description: This spell will aid a moving archer or crossbowman with a steady shooting hand. No matter how fast the archer is moving or how unsteady his motion, the fighter will suffer no attack penalty on shots made with device-propelled missiles. The spell provides no archery bonuses. The material component is a small coiled spring.

Tenser's Brawl (Alteration)

Level: 2 Components: V, S, M
Range: Touch Casting Time: 2 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: Spellcaster

Explanation/Description: This spell grants the recipient greater prowess in weaponless combat. The fighter gains a +2 bonus to hit with all pummeling, grappling, or overbearing attacks. The fighter receives a +2 initiative bonus for pummeling attacks and a 10% bonus to stun an opponent. The fighter suffers no initiative penalty when performing a grappling attack, and any grappling hold achieved by the fighter is more secure, so the held creature attacks at -4. The material component for the spell is a bit of chest fur from a bear or gorilla.

Tenser's Hunting Hawk (Alteration)

Level: 2 Components: V, S, M
Range: Touch Casting Time: 2 segments
Duration: 1 round/level Saving Throw: None
Area of Effect: One arrow

Explanation/Description: When this spell is cast upon an arrow, the missile gains a special dwomer that changes the arrow into a *hunting hawk* as the arrow leaves the bow. The *hunting hawk*: AC 6; Move 33"; HD 1; hp 6; #AT 3; Dmg 1-2/1-2/1; THAC0 19; AL N.

The *hawk's* first strike is a swooping attack, striking at +2 bonus to hit with its claw attacks doing double damage, but no beak attack is allowed. Thereafter, the hawk will continue to attack opponents as the caster orders, for one round per level of experience of the caster, or until the *hawk* is destroyed. If a magic arrow has *hunting hawk* cast upon it, then the *hawk* retains whatever magical bonuses the arrow had, including attack or damage bonuses, so a *hawk* formed from an *arrow* +2 will also be +2 on all attack and damage rolls. An *arrow of slaying* cannot be affected by the spell. When the spell's duration ends, the affected arrow disappears permanently. The material component is a wing feather.

Tenser's Deadly Strike (Alteration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 3 segments
Duration: 3 rounds + 1d6 Saving Throw: None
Area of Effect: Spellcaster

Explanation/Description: This spell improves the martial prowess of the caster. All melee attacks made by the caster are at the usual chance to hit, but every successful attack does maximum damage to the opponent for the duration of the spell. The spell will work in combination with any other magic that enhances fighting ability. The spell only affects hand-held melee weapons or hurled weapons, but not device-propelled missile weapons. The material component is a full set of tiger claws.

Tenser's Eye of the Eagle (Alteration)

Level: 3 Components: V, S, M
Range: Touch Casting Time: 1 round
Duration: 1 turn/level Saving Throw: None
Area of Effect: Person touched (fighters only)

Explanation/Description: This spell endows a fighter with superior eyesight that also grants expert weapon use. The range of the person's vision is effectively doubled, even in combination with *infravision* or normal vision. This advantage dramatically improves accuracy at great distances. In addition, the fighter gains a +2 bonus to hit at the weapon's normal ranges. The material components are a few feathers from the head of an eagle and ground carrot.

Tenser's Flaming Blade (Alteration)

Level: 4 Components: V, S, M
Range: 2" Casting Time: 4 segments
Duration: 3 rounds + 1 Saving Throw: None
 round/level
Area of Effect: One dagger

Explanation/Description: This spell will endow a dagger with the power of flame or frost, as chosen by the caster. Each power has an effect as described below.

Flame: The blade ignites like a torch, casting light in a 30-foot radius. The flame will ignite any combustibles which the blade contacts. The blade gains no magical bonus, but will inflict an additional point of damage in melee. The blade does three additional points of damage against cold-based creatures, so a *flaming dagger* will inflict 1d4 + 3 damage to a yeti.

Frost: The blade glows with a cold blue aura that sheds light in a 10-foot radius. The blade has no magical bonus, but will do one extra point of damage when it hits. The frost blade will do three extra points of damage against a fire-based creature, such as a salamander or fire grub. The blade can also freeze up to one cubic foot of water per round when the blade is in contact with water.

The spell will have no effect on a weapon that already has a flame or frost capability. The material component for the spell is phosphorous to produce a *flame blade* or quartz crystal to create a *frost blade*.

Tenser's Giant Strength (Alteration)

Level: 4 Components: V, S, M
Range: Touch Casting Time: 1 turn
Duration: 3 turns/level Saving Throw: None
Area of Effect: Person touched

Explanation/Description: This improvement of the *strength* spell empowers the recipient with superhuman physical strength. The strength gained depends on the experience level of the caster, as shown below.

Mage's Level	Increase Strength To:
7th	16
9th	17
12th	18/01
13th	18/75
14th	18/90
15th	18/00
16th +	19

Those with strength already greater than the spell's effect get one more point of strength. Neither *permanency* nor a *wish* can make the strength permanent. The material component is a bit of hair from a giant or a titan.

Tenser's Master of Arms (Alteration)

Level: 4 Components: V, S, M
 Range: Touch Casting Time: 4 segments
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: Fighter touched (fighters only)

Explanation/Description: This spell, when bestowed upon a fighter, improves the fighter's skill with one melee weapon. A weapon with which the fighter is not proficient becomes a weapon of proficiency in the character's hands. A weapon of proficiency is treated as a weapon of specialization. There is no double weapon specialization allowed with the spell effect. The spell will only affect fighters and fighter sub-class characters. The material component for *master of arms* is a feather from a crane.

Tenser's Running Warrior (Alteration)

Level: 4 Components: V, S, M
 Range: 60 yds Casting Time: 4 segments
 Duration: 1 turn/level Saving Throw: None
 Area of Effect: One person

Explanation/Description: This spell will improve a person's ability in a running battle. First, the person is granted a movement rate of 150 yards, regardless of the encumbrance of armor or goods carried by the character. Second, no matter how far the person moves during a melee round, the person is still entitled to the same number of melee attacks as he or she normally receives. If the character was entitled to 2/1 attacks per round, the fighter could now move 60 yards, attack one foe, move another 90 yards and attack a second creature. The material component is a bit of fur from a live wolf.

Tenser's Staff of Smiting (Alteration)

Level: 4 Components: V, S, M
 Range: 0 Casting Time: 4 segments
 Duration: 2 rounds/level Saving Throw: None
 Area of Effect: The mage's staff

Explanation/Description: This spell increases the effectiveness of the caster's staff when used in melee. The spell will work only on non-magical staves. The spell adds a +1 bonus to hit and a +4 on damage rolls. The material component is a small iron bar.



Tenser's Primal Fury (Enchantment/Alteration)

Level: 5 Components: V, S, M
 Range: 20 yds Casting Time: 5 segments
 Duration: 1 round/level Saving Throw: None
 Area of Effect: One person (fighters only)

Explanation/Description: This spell temporarily endows a fighter with a surge of rage and energy rivaling that of a berserker. Magical *fear* will not affect an enraged fighter. The fighter also receives a +2 bonus on attack and damage rolls, and gains an extra attack every other melee round, so an attack routine of 3/2 attacks becomes 2/1. The fighter also gains a temporary endowment of an extra 4d4 hit points, from which any damage is subtracted before the character's permanent hit point total is reduced. The spell does carry a risk, however, because the berserker rage is maintained throughout the duration of the spell. If all of a fighter's opponents are defeated before the spell expires, then the berserk fighter will turn on the nearest living creature, and continue attacking without regard for friend or foe until the spell expires. A *dispel magic* spell will immediately return a berserk fighter to his normal state. The material component is a bit of fur from a wolverine or a grizzly bear.

Tenser's Fortunes of War (Abjuration)

Level: 6 Components: V, S, M
 Range: Touch Casting Time: 1 turn
 Duration: Special Saving Throw: None
 Area of Effect: Person touched (fighters only)

Explanation/Description: This spell grants one fighter a bonus of special luck in battle. The fighter is given one chance to avoid any one attack that would reduce the fighter to zero or fewer hit points, or against magic that would remove the fighter from battle by *turning to stone*, *paralysis*, *petrification*, *sleep*, *charm*, *fear*, *disintegration*, *death*, *power word*, or any other magical effect. The fighter is entitled to a saving throw to avoid defeat, even if a prior save failed. The fighter must make a saving throw versus death magic at -2. If this save succeeds, then the fighter miraculously avoids defeat. A damage attack that would normally reduce the fighter to zero hit points or less instead reduces the fighter's hit point total to one-half its current level; that is, a fighter with 17 hit points who takes 17 points of damage is reduced to 9 hit points. Any other attack which would cause instant defeat takes no effect if the death magic save is made. Regardless of the result of the save, the *fortunes of war* spell is immediately dispelled after the attack. The material component is a valuable sacrifice made to the fighter's patron war god, worth at least 5,000 g.p. in goods desirable to the deity.



Orantia's Spells

Audible Mouth (Alteration, Illusion/Phantasm)

Level: 4 **Components:** V, S, M
Range: Special **Casting Time:** 1 segment
Duration: Special **Saving Throw:** None
Area of Effect: One object

Explanation/Description: This spell gives a regular Magic Mouth spell Audible Glamour abilities. They are treated exactly like the original two spells for other purposes.

Arm Guard (Necromantic)

Level: 5 **Components:** S, M
Range: Touch **Casting Time:** 1 turn
Duration: 2 days/level **Saving Throw:** Negates
Area of Effect: Creature touched

Explanation/Description: This spell prevents a body part from leaving the body of the creature affected. Finger's hands, arms, legs, feet, toes, head, etc, cannot be cut off.

However, effects of certain normal and magical actions still apply. A vorpal sword, guillotine or executioners axe will still kill the character, though it is that the head no matter how often struck will not fall off. A character so killed will require Resurrection, Reincarnation, Wish, Alter Reality or similar magical means of post-mortem revivification if available.

Sharpness weapons and similar still have special effect, but the limb will not fly off. Note that the limb so struck is 'dead' and will be useless until a Regeneration, Heal, Limited Wish (or stronger) spell is cast on the limb. The limb is not paralyzed or petrified, so such counter-measures have no effect.

Helping Hands (Evocation, Conjuraton/Summoning)

Level: 5 **Components:** S, M
Range: Spell Caster **Casting Time:** 2 segments per
Duration: 1 hr/level one set of hands
Area of Effect: Special **Saving Throw:** None

Explanation/Description:
The casting of this spell endows the caster with one additional pair of disembodied hands per 2 levels of ability. Thus, an 18th level Arch-Mage would have 9 pairs of helping hands emanating from about his or her body.

The Hands do not need to be told what to do, they intuitively know the caster's mind and goals and set about performing their duties as normal hands would.

The Hands will perform actions up to the caster's skill level and/or DEX score as relevant. The Hands are able to gather any materials needed from anywhere within one foot radius per level of Caster (18ft for 18th level). The hands can lift and carry as much as the Caster with each hand carrying an equal fraction thereof. i.e. Two hands = 50% total load each.

Helping Hands are only able to perform those manual tasks the caster is able to perform, excepting for the casting of spells and in physical combat defense or attacks, and do so at the Caster's STR and DEX abilities (plus magical alterations if any).

While Hands cannot wield a weapon, they are perfectly useful to ready darts or daggers and will always have material components at the ready in under one segment as any amount of Hands can dig through a pouch, pack or pockets as needed.

Any non-combat action occurring during combat that normally take 'additional time' (such as changing from dagger to wand and similar actions) impose no additional time to do. In that case, the caster simply 'lets go' of the dagger as a Hand takes and sheathes it while another Hand places the desired wand into the caster's actual hand in the same moment.

While the Hands are not useful in direct combat, there are certain related situations such as helping to avoid a fall by catching onto something.. While Hands do not impart awareness, their deployment could make surprise or backstabbing difficult. It is for the DM to adjudicate on a case-by-case basis how the Hands might affect certain saving throws and other dice rolls given the amount of Hands, their orders, distance, STR, DEX, the opponent and all particulars of circumstance.

In regards to climbing a rope, the Hands will decrease climbing time by one factor for each Pair that helps (4 Hands would be 4x faster climb time). In this case, the Hands do not increase DEX whatsoever, just reduce time taken.

While the Hands cannot be used to cast spells, each pair is quite an expert scribe and can copy magical texts with a 5% success rate per level of caster (20th+ level = 100% success). The effort of magical transcription reduces available Hands to one-quarter their number, round down (18thlvl = 9 pairs/4 = 2). Hands will transcribe magical texts at normal writing speeds even if the caster does not understand what is being written.

Additionally, each set of Hands can copy normal texts at thrice typical reading speeds, an hour's read is 20 minutes to write.

The Hands can be dispelled by any normal magical means but cannot be physically harmed. Remember however, they are only as strong as the caster and cannot pass through solid objects, defeat barriers the caster cannot themselves defeat nor open locks of any kind without the appropriate key or cudgel.

Precious Blood (Alteration, Necromantic)

Level: 5 **Components:** S, M
Range: Touch **Casting Time:** 1 turn
Duration: 2 days/level **Saving Throw:** Negates
Area of Effect: Plane

Explanation/Description: By means of this spell, all skin, hair, blood, sweat, etc. that physically separates from the body of the recipient of the spell, are caused to disintegrate.

Thus, all hair and flakes that come off on a brush, blood that spills, the sweat of a headband, the morning's water closet, all disintegrate when they lose contact with the body.

Note: While this spell is in effect any flesh intentionally cut off the person will also disintegrate. This spell will affect up to a finger-sized portion of flesh. Also note that a creature such as a Vampire can still suck out all your blood, they just won't get any nutrition from the feast as it disintegrates. You'll still die and/or be turned when the well runs dry.

Spell component is a small statue of the person (100gp). It is destroyed at the duration.

Orantia's Spells

Audible Mouth (Alteration, Illusion/Phantasm)

Level: 4 **Components:** V, S, M
Range: Special **Casting Time:** 1 segment
Duration: Special **Saving Throw:** None
Area of Effect: One object

Explanation/Description: This spell gives a regular Magic Mouth spell Audible Glamour abilities. They are treated exactly like the original two spells for other purposes.

Arm Guard (Necromantic)

Level: 5 **Components:** S, M
Range: Touch **Casting Time:** 1 turn
Duration: 2 days/level **Saving Throw:** Negates
Area of Effect: Creature touched

Explanation/Description: This spell prevents a body part from leaving the body of the creature affected. Finger's hands, arms, legs, feet, toes, head, etc, cannot be cut off.

However, effects of certain normal and magical actions still apply. A vorpal sword, guillotine or executioners axe will still kill the character, though it is that the head no matter how often struck will not fall off. A character so killed will require Resurrection, Reincarnation, Wish, Alter Reality or similar magical means of post-mortem revivification if available.

Sharpness weapons and similar still have special effect, but the limb will not fly off. Note that the limb so struck is 'dead' and will be useless until a Regeneration, Heal, Limited Wish (or stronger) spell is cast on the limb. The limb is not paralyzed or petrified, so such counter-measures have no effect.

Helping Hands (Evocation, Conjuraton/Summoning)

Level: 5 **Components:** S, M
Range: Spell Caster **Casting Time:** 2 segments per
Duration: 1 hr/level one set of hands
Area of Effect: Special **Saving Throw:** None

Explanation/Description:

The casting of this spell endows the caster with one additional pair of disembodied hands per 2 levels of ability. Thus, an 18th level Arch-Mage would have 9 pairs of helping hands emanating from about his or her body.

The Hands do not need to be told what to do, they intuitively know the caster's mind and goals and set about performing their duties as normal hands would.

The Hands will perform actions up to the caster's skill level and/or DEX score as relevant. The Hands are able to gather any materials needed from anywhere within one foot radius per level of Caster (18ft for 18th level). The hands can lift and carry as much as the Caster with each hand carrying an equal fraction thereof. i.e. Two hands = 50% total load each.

Helping Hands are only able to perform those manual tasks the caster is able to perform, excepting for the casting of spells and in physical combat defense or attacks, and do so at the Caster's STR and DEX abilities (plus magical alterations if any).

While Hands cannot wield a weapon, they are perfectly useful to ready darts or daggers and will always have material components at the ready in under one segment as any amount of Hands can dig through a pouch, pack or pockets as needed.

Any non-combat action occurring during combat that normally take 'additional time' (such as changing from dagger to wand and similar actions) impose no additional time to do. In that case, the caster simply 'lets go' of the dagger as a Hand takes and sheathes it while another Hand places the desired wand into the caster's actual hand in the same moment.

While the Hands are not useful in direct combat, there are certain related situations such as helping to avoid a fall by catching onto something.. While Hands do not impart awareness, their deployment could make surprise or backstabbing difficult. It is for the DM to adjudicate on a case-by-case basis how the Hands might affect certain saving throws and other dice rolls given the amount of Hands, their orders, distance, STR, DEX, the opponent and all particulars of circumstance.

In regards to climbing a rope, the Hands will decrease climbing time by one factor for each Pair that helps (4 Hands would be 4x faster climb time). In this case, the Hands do not increase DEX whatsoever, just reduce time taken.

While the Hands cannot be used to cast spells, each pair is quite an expert scribe and can copy magical texts with a 5% success rate per level of caster (20th+ level = 100% success). The effort of magical transcription reduces available Hands to one-quarter their number, round down (18thlvl = 9 pairs/4 = 2). Hands will transcribe magical texts at normal writing speeds even if the caster does not understand what is being written.

Additionally, each set of Hands can copy normal texts at thrice typical reading speeds, an hour's read is 20 minutes to write.

The Hands can be dispelled by any normal magical means but cannot be physically harmed. Remember however, they are only as strong as the caster and cannot pass through solid objects, defeat barriers the caster cannot themselves defeat nor open locks of any kind without the appropriate key or cudgel.

Precious Blood (Alteration, Necromantic)

Level: 5 **Components:** S, M
Range: Touch **Casting Time:** 1 turn
Duration: 2 days/level **Saving Throw:** Negates
Area of Effect: Plane

Explanation/Description: By means of this spell, all skin, hair, blood, sweat, etc. that physically separates from the body of the recipient of the spell, are caused to disintegrate.

Thus, all hair and flakes that come off on a brush, blood that spills, the sweat of a headband, the morning's water closet, all disintegrate when they lose contact with the body.

Note: While this spell is in effect any flesh intentionally cut off the person will also disintegrate. This spell will affect up to a finger-sized portion of flesh. Also note that a creature such as a Vampire can still suck out all your blood, they just won't get any nutrition from the feast as it disintegrates. You'll still die and/or be turned when the well runs dry.

Spell component is a small statue of the person (100gp). It is destroyed at the duration.

Snuffire (Alteration)

Level: 5
Range: 1/2"/level
Duration: Instantaneous
Area of Effect: 3 cubic"/level
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: All means of combustion are fully extinguished within the area of effect. This spell has no effect against elementals. It will not extinguish any fire spells that are cast in the area, but will extinguish subsequent fires generated.

Clairokinesis (Divination, Alteration, Illusion/Phantasm)

Level: 6
Range: 1"/level
Duration: 1 round/level
Area of Effect: Special
Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: This is a specialized clairvoyance, creating a ghostly image of the caster at another locus. This image can do minimal things such as lift and flip through a heavy book, open barred doors, etc. The caster is able to see through the image's eyes and control it from afar. It is subject to Dispel Magic, Anti-Magic Shells, et al. The image can be attacked and damage to the image transfers one-half to the caster until the caster dispels the image or the image's full hit points are done, (leaving the caster with half their hit points remaining.)

To dispel the image, the caster stops concentrating on it, though it takes 6 segments for the image to fade. Damage whether normal weapon or by spell that is done during this time is -1 per die cumulative per segment (i.e. 6th segment is -6 per die.) Magical bonuses such as swords still do their magical bonus damage in full on top of the reduced dice damage.

Stone Wall (Evocation)

Level: 6
Range: 1/2"/level
Duration: Permanent
Area of Effect: Special
Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: Exactly the same as Wall of Stone, Stone Wall is 1/4" thick and 800' sq, so effectively cuts the thickness by a factor of four and quadruples the area. The same amount of rock is created, simply dispersed in a different manner.

Direct to Image (Alteration)

Level: 7
Range: Touch
Duration:
Area of Effect: Special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: Special

Explanation/Description: Casting this spell and touching a Projected Image (To-Hit Image Caster's A.C.) allows subsequent spells directed at that Image to travel down the magic channel and do damage to the Image's caster. Appropriate saves still apply from there.

Driver (Conjuration/Summoning)

Level: 7
Range: 10'
Duration: 1 day/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell creates drivers for any given vehicle, not the vehicle itself. The vehicle can be of any sort, land, water, air or other. The type of vehicle is specified in the casting and appropriate drivers will be brought into being at one per 4 levels of caster.

Drivers know all appropriate 'rules of the road', have a comprehensive knowledge of their vehicle and are able to repair any normally fixable damage that should occur, such as broken axles, wheels, etc. The Drivers will take about half the time as any skilled artisan, but the repair will collapse on reaching the destination, or expiration of the spell, whichever be first.

Drivers cannot get lost under any circumstance as one material component is a small map of the area the Drivers are expected to operate in. If the Drivers go beyond this, they will disappear immediately. Maps must be drawn by a local cartographer on special papers with special inks and will cost 200gp each. They are consumed in the casting. Casting can be done without a map as the Drivers will always know what direction they face, but can only follow established roads, paths and other clear and navigable routes or methods such as by water currents, wind, stars or direction of sun. They will halt in all other such cases.

The Drivers can be given up to one command per 3 levels of caster. These commands are only for giving directions (i.e. "Drive to the castle, wait half an hour, then go to the town commons to await further instructions." is four commands.) Additional commands can be given, but they will replace the first commands given in order so that the Drivers may become paralyzed for lack of original starting commands now wiped away by the newer commands. Drivers can be given new commands as prior tasks are completed. Only the spell caster can command the Drivers, though they will react to normal traffic conditions without orders, such as stopping or speeding up to avoid hazards.

The Drivers are ghost-like and dressed appropriately for the vehicle they command and station they hold. Thus, a raft may generate a tattered-looking crew while a richly appointed coach will yield liveried coachmen dressed to the nines.

The Drivers cannot attack, defend nor be physically damaged by anything, though they can be dispelled and are affected by anti-magic shells, Wands of Negation and such.

The caster can yield control to another and take it back at will. Additionally, another spell caster in range can usurp command of the Drivers by casting the spell using blank papers. The caster then takes an article of clothing from a Driver so summoned, such as a hat, and places it on a Driver to be usurped. Control is then lost and cannot be regained nor dispelled by the original caster.

Blood Burn (Alteration, Necromantic)

Level: 8
Range: Touch
Duration: Instantaneous
Area of Effect: Special
Components: V, S, M
Casting Time: 1-12 hours
Saving Throw: Special

Explanation/Description: This spell destroys all traces of body 'parts' that have left the creature affected in the past. Blood caked on dungeon walls years ago, hair and nail clippings from childhood, that severed arm the other week, even this morning's spittle and other of the morning's doings.

Area of Effect is limited to the plane the spell is cast upon. Unless the 'bits' being affected are in the possession of someone else, they are automatically destroyed. If the body 'part' in question resides in someone's collection, such as a dinner basket or glass vial on a shelf, a -4 save vs. Spells is applied.

If the 'parts' are on someone's person such as blood splatter or being actively munched on for dinner, then that creature's magical save bonuses, if any, apply as well.

Estate Transference (Alteration)

Level: 8
Range: 10 miles/level
Duration: Instantaneous
Area of Effect: 13"/level
Components: S, M
Casting Time: 1 Turn
Saving Throw: None

Explanation/Description: This spell transports non-living materials from one location to another on any given plane. Inter-planar transfer is not possible. The quantity of items or weight does not matter as long as it fits into the allowable volume/area. Items can be magically shrunk to fit and will transfer without issue and same for a Bag of Holding or even a Mordenkainen's Mansion could be passed through provided there be no persons inside. Any person inside would simply be left behind.

The destination area for the materials must be marked with various and expensive dusts and such. Cost is 50g.p. per 13".

When the spell is cast upon the materials to be transported at the origination site, 50g.p. per 13" of additional dust must be sprinkled upon the materials. Everything within the volume sparkles away as the dust falls upon it and sparkles into existence at the destination.

This spell will not penetrate a Protection from Teleport, Anti-magic Shell or any similar magical barriers. All component dust is consumed in the process.

Attempts to transfer living 'creatures', 'spirits' or 'materials' will consume the dust and fail to transport them without harm to the beings.

Rejected Image (Alteration, Illusion/Phantasm)

Level: 8
Range: Touch
Duration: One Touch
Area of Effect: Special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: Special*

Explanation/Description: By casting this spell and then touching a Projected Image (Roll to-hit vs. Image caster's AC), the caster of the Projected Image is instantly brought to the location of the image and replaces it with their self. A failed To-Hit roll will cancel the Rejected Image spell and require re-casting.

Protection/immunity to or from Teleportation, Dimension Doors, etc will stop a successful transference, but will simultaneously dispel the Projected Image.

The To-hit roll acts as the saving throw for the Projected Image's Caster. However if that Caster has Magic Resistance, that can be invoked to resist the transference.

A successful magic resistance roll will protect the Caster from transference, but dispel their Projected Image. Whereas failed M.R. roll will transfer the Caster to the Image's location, also canceling the Image.

Upon transference, the Caster is automatically Surprised. Roll appropriate dice from there.



Greyhawk Spell List

Level One

Bigby's Bookworm Bane
 Bigby's Feeling Fingers
 Drawmij's Beast of Burden
 Drawmij's Light Step
 Mordenkainen's Protection
 From Avians
 Nystul's Dancing Werelight
 Nystul's Flash
 Otiluke's Bubbling Buoyancy
 Otiluke's Smoky Sphere
 Otto's Chime of release
 Rary's Empathic Perception
 Tenser's Eye of the Tiger
 Tenser's Steady Aim

Level Two

Bigby's Dextrous Digits
 Bigby's Silencing Hand
 Drawmij's Adventurer's Luck
 Drawmij's Breath of Life
 Drawmij's Scent Mask
 Drawmij's Swift Mount
 Mordenkainen's Encompassing
 Vision
 Nystul's Blackmote
 Nystul's Blazing Beam
 Nystul's Crystal Dagger
 Otiluke's Boiling Oil Bath
 Otto's Soothing Vibrations
 Otto's Tones of Forgetfulness
 Rary's Aptitude Appropriater
 Tenser's Brawl
 Tenser's Hunting Hawk

Level Three

Bigby's Pugnacious Pugilist
 Drawmij's Marvelous Shield
 Drawmij's Iron Sack
 Mordenkainen's Defense Against
 Lycanthropes
 Mordenkainen's Defense Against
 Nonmagical Reptiles
 and Amphibians
 Mordenkainen's Prot From Insects
 and Arachnids
 Nystul's Crystal Dirk
 Nystul's Expeditious Fire Extinguisher
 Nystul's Golden Revelation
 Nystul's Radiant Baton
 Otiluke's Acid Cloud
 Otiluke's Force Umbrella
 Otto's Crystal Rhythms
 Otto's Sure-Footed Shuffle
 Tenser's Deadly Strike
 Tenser's Eye of the Eagle

Level Four

Bigby's Battering Gauntlet
 Bigby's Construction Crew
 Bigby's Force Sculpture
 Drawmij's Handy Timepiece
 Drawmij's Instant Exit
 Drawmij's Prot from
 Non-magical Gas
 Drawmij's Tool Box
 Mordenkainen's Electric Arc
 Mordenkainen's Faithful Phantom
 Shield-Maidens
 Mordenkainen's Prot From Slime
 Nystul's Blacklight Burst
 Nystul's Grue Conjunction
 Nystul's Lightburst
 Otiluke's Steaming Sphere
 Otto's Drums of Despair
 Otto's Silver Tongue
 Otto's Tonal Attack
 Otto's Tin Soldiers
 Otto's Warding Tones
 Rary's Memory Alteration
 Rary's Mind Scan
 Rary's Spell Enhancer
 Tenser's Flaming Blade
 Tenser's Giant Strength
 Tenser's Master of Arms
 Tenser's Running Warrior
 Tenser's Staff of Smiting

Level Five

Bigby's Fantastic Fencers
 Bigby's Superior Force Sculpture
 Bigby's Strangling Grip
 Drawmij's Flying Feat
 Mordenkainen's Faithful
 Phantom Defenders
 Mordenkainen's Private Sanctum
 Nystul's Enveloping Darkness
 Nystul's Radiant Arch
 Otiluke's Dispelling Screen
 Otiluke's Electrical Screen
 Otiluke's Polar Screen
 Otiluke's Radiant Screen
 Otto's Gong of Isolation
 Rary's Mind Shield
 Rary's Replay of the Past
 Rary's Superior Spell Enhancer
 Rary's Telepathic Bond
 Tenser's Primal Fury

Level Seven

Mordenkainen's Penultimate Cogitation
 Otiluke's Death Screen
 Otiluke's Fire and Ice
 Otiluke's Siege Sphere
 Rary's Plane Truth

Level Eight

Bigby's Most Excellent Force Sculpture

Level Six

Bigby's Besieging Bolt
 Drawmij's Beneficent Polymorph
 Drawmij's Merciful Metamorphosis
 Mordenkainen's Faithful
 Phantom Guardian
 Otiluke's Diamond Screen
 Otiluke's Excruciating Screen
 Otiluke's Orb of Containment
 Rary's Protection From Scrying
 Rary's Urgent Utterance
 Tenser's Fortunes of War

Orantia

4th Level
 Audible Mouth

5th Level
 Arm Guard
 Helping Hands
 Precious Blood
 Snuffire

6th Level
 Clairokinesis
 Stone Wall

7th Level
 Direct to Image
 Driver

8th Level
 Blood Burn
 Estate Transference
 Rejected Image

